

BRITAIN'S BIGGEST-SELLING MEGA DRIVE & MCD MAGAZINE - OFFICIAL

LAST
ISSUE AS
WITH NEWS!

SEGA

FORCE MEGA

**PREVIEW
SPECIAL**

**Over 20
new games
revealed!**

Prepare to
take off with

THUNDERHAWK

and get to win a
radio-controlled
helicopter

FULL REVIEWS:

General Chaos ● Toys ● Bubsy
Rocket Knight Adventures
Sherlock Holmes 2 ● Devastator
Ranger X ● Switch **AND MORE!**

Intersect



9 770964 232079

DELIVERED TO YOU REGULARLY
£3.95 VOL. 8 NO. 3
October 1992

THE ULTIMATE GAME CARTRIDGE



WITH THE ACTION REPLAY CARTRIDGE YOU CAN NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!!!



MORE LEVELS ENERGY LIVES POWER UNLIMITED SPECIAL EFFECTS

Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ammo or play on any level. Become invincible with the Action Replay Cartridge for your MEGA DRIVE™ Console.

- ▶ So easy to use, if you can plug the game, you already know how to use Action Replay. Simply load any of the hundreds of pre-installed level load games. With speed!
- ▶ THE INFINITE LIVES™ GAME GENERATOR, you can actually die and create your own deaths. We want to test for your creation. With this unique feature you have the ability to track the levels you've as they are released. We know you'll love our new lives.
- ▶ The one-up ability you get with a death, that you did not have previously. This is the cartridge for speed!!

Remember that only Action Replay gives you the power to load your UK, Japanese and European cartridges!

ACTION REPLAY
 THE ULTIMATE GAME CARTRIDGE
 £29.99



FOR THE MEGA DRIVE™
£29.99

SPECIAL FX SYSTEM

WARRANTY
 1 YEAR
 FULLY COVERED
 INCLUDING
 POSTAGE

HOW TO GET YOUR ORDER FAST!
 ALL CHECKS/POSTAL ORDERS MADE PAYABLE TO.....



DATEL ELECTRONICS

COVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKES-ON-TRENT, ST4 3DS, ENGL. AND, FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744294

FINAL FANTASY EXTRASTASTIC



**NOW YOU CAN PLAY
IMPORT CD GAMES ON YOUR
EUROPEAN MEGA-CD™ !!**

- ✗ PLAY U.S. AND JAPANESE CD GAMES ON ANY MEGA-CD™
- ✗ SIMPLE PLUG-IN CARTRIDGE - NO MODIFICATIONS NEEDED!
- ✗ ALSO ALLOWS EUROPEAN MEGA-CD™ TO WORK WITH IMPORT MEGA-DRIVE™.
- ✗ ANY CD GAME - ANY MEGA-CD™ ANY MEGA-DRIVE™
- ✗ ALMOST ANY COMBINATION ALLOWED!

**THE CDX
PRO CART IS
THE TOTAL CD
SOLUTION**



UNIVERSAL ADAPTER

**NOW YOU CAN PLAY
IMPORT GENESIS™ GAMES
ON YOUR MEGA-DRIVE™ !!**

- NO MODIFICATIONS NEEDED
- EASY TO USE - SWITCH BETWEEN U.S.A. OR JAPANESE CARTRIDGES.
- PLAY U.S. AND JAPANESE GAMES ON YOUR MEGA-DRIVE™.
- SIMPLE PLUG-IN CARTRIDGE.

© 1995 UNIVERSAL ADAPTER & MEGA-DRIVE
REG. TRADEMARKS OF UNIVERSAL ADAPTER & MEGA-DRIVE

A PRODUCT OF
UNIVERSAL ADAPTER &
MEGA-DRIVE
GENEVA, SWITZERLAND

**24 HOUR MAIL
ORDER HOTLINE
0782 744707**

ORDER ONLINE AT WWW.DATTEL.COM

**DATTEL
Electronics**

*CALL AT OUR LONDON SHOP 225, York Road, London, SE1, Tel: 0782 744707



10 Hell's a-poppin'!

Besp waiting for a CD game that really lives up to expectations? So have we. This month, Core Design levers to the rescue with Thunderhawk — check out our in-depth preview



10 Cop a chopper!

Can't wait for the CD release of Thunderhawk? Want to get your rotors running NOW instead of later? Then enter our exclusive competition to win a radical radio-controlled helicopter, courtesy of Core Design!

Thunderful!

contents

08

Fast facts

We were the first UK Sega mag to give you decent screenshots of *Sonic CD* — now we bring a greater selection, including the Mario Kart-like bonus rounds.

20

Coming soon...

Have we got presents for you! The biggest crop of Sega games for many seasons has opened and we've picked the best.

38

Spinning yarnballs

Billed as both a Sonic and Mario-baster, *Stukey's* wellworn in hype for months. But will the sneaky bobcat settle in front of the fire or be thrown out?

66

Air-sea rescue

The greatest strategy/shoot-'em-up of all time, *Jungle Strike*, is stripped bare by our mission-by-mission players' guide and level codes.

76

Spot the prize

Those who are too laid back to engage in strenuous activity are more likely to enjoy a prize-packed Cool Spot goodsie bag than some flying ganto. Try your luck.

80

Acclaim gaming

As part of our G-FORCE section, we take an early look at what Acclaim have lined up for the Game Gear Superheroes, robots and spooks are all squeezed in.



Regulars

News	6
Letters	28
Playing Tips	63
G-Force	75
Subscriptions	83
Cheats	86
Buyers' Guide	87
Small ads	88



reviewed this month



Bram Stoker's Dracula... 47



Sonic... 30



Zivo... 47



Sonic Knight... 47



Samurai Shiro... 46



Penguin... 48



Sonic... 30



Workshop... 47



Sonic... 30

Editorial



We've had a Mega CD in the office for well over a year now, though there have been a few low-budget games for the system during that time. For great first-hand

experience, we're finally looking for a CD game to really blow my socks off.

It's still a mystery in my sleep (and here too!) that I bring news of a forthcoming Mega-CD release which — despite the fact it isn't even out yet — when I see it — is ahead to put the CD pricing war to rest.

Once Sega's Thunderbolt is a top-notch title with the emphasis placed firmly on state-of-the-art action, and it features just the hottest graphics you'll have seen on any home console system to date. Great gameplay, brilliant sounds and superb presentation complement the stunning visuals... if you're here looking for a good reason to buy one of Sega's entry-level titles, this is it.

The good news surrounding new CD releases doesn't stop there, either: ahead of the latest title on Super CD and Saturn this issue, both of which are shaping up very well indeed.

CD games take a lot longer to produce than cartridge releases (14 months is plenty on average, we're often reliably informed), so it's not unreasonable to assume that these three are just the tip of the iceberg. Surely what kind of megatitles are being programmed in high security areas across the globe is anyone's guess — we'll just have to wait and see what happens.

Other bits and bobs worth including the story of the low-budget (high hardware) conversion into the console game market — see news story on this page — and the fact that Super Fighter 3 has been priced at £20.95 (which we discovered while investigating said story).

Other details are all this on or the ground of this issue, though, with both Capcom and Sega playing surprising high-level about the release. We hope they're heading quiet to us — or that to maintain publicity around the release date (it's a fact it, whichever way you turn) — but we're finally going to ask: what the month prior to release before covering it.

Hopefully, our lines of enquiry will have paid dividends by the time you pick up next month's issue, so until then —
Farewell!

Steve Wozniak
Managing Editor

Telstar Records are the biggest TV music buying company in Britain — they've recently had three of the six best-selling albums in the charts including the Number One. And now they're branching out into the console market under the name **Telex Fun & Games**.

The idea is so simple it's amazing no one's thought of it before. This is how it works. As well as developing their own games (of which details are slowly in the lead), Telex are to buy the rights to track catalogue releases from music collectible houses (ie games that companies have stopped selling them to save them under their own name — at a cut-down price. Figures between £20 and £30 are currently being discussed).

So they won't have spent time or money developing their own games; they'll be able to invest much of the sales revenue in promoting further titles. Massive TV advertising campaigns



Hunt the one about?

It's your old old friend of '82? No, you're not seeing things. It's *The Hunt for the One About?* The exciting platform and TV presenter was showing a great deal of good old-timey fun around Sega's latest CD game deal in Harlow's big store. Not for her own personal pleasure, but for her new job — old-timey.

Applaud from behind the scenes, we've been wondering just what other kind of deals may lie in store. Some reckon it's got to be the Day After the Tomorrow for obvious reasons, while Ade thinks she's probably into puzzle games. Ade? Ah! she says Ade. It's a complete mystery to see how she's stayed looking so young all these years.



The Price

One of the music industries' leading low-price fights, Telstar Records, have announced their entry into the console game market. They're confident they'll be able to offer Mega Drive owners a great deal — top-notch games at just £20 a time. But is it as easy as it sounds?

Buying the Subnet for just twenty quid? Well, buying likely, according to Ade...

would they help stimulate gamers into buying for slightly older titles releases at the moment you (and we) are seen as being interested solely in high profile new releases.

I am of the belief that there is a major opportunity to offer added value in terms of extra games per pound and to further extend other game packs without involving the positioning of premium price products. Says Fun & Games Managing Director Mark Livingstone. In other words, full-price games will continue to sell just



Back to the Future

With more and more high street core into games stores opening, there's a real race on to capture the market offering the best products. Future Zone's Future Zone even better still, video games stores have been taking off all over the country and they've just opened their latest in being Blackpool. The store at the Fountains Centre has also opened in huge stores by Future Zone's very own interactive spokesperson, 'The Top of the Dome' theme.

Very exciting. Buying and Marketing Director of Future Zone, said, We are very pleased with the Blackpool store — it has exceeded what we expected and we're looking to expand it directly well up on expectations. We expect Blackpool to be a very successful store.

Future Zone offer all the latest in console entertainment, including all Sega machines, their peripherals and games. There are currently ten Future Zone stores in the country and Future Zone plans to open at least 50 more by the end of the year, the next will be in St John's Centre, Leeds. So set your eye out in your local shopping centres for new Future Zones.

e Is... Right?

Wholesale prices for console owners would be higher than the CD-ROM for the games as well.

There is a significant gap in the market for the low-enders with the marketing sides and their sales resources which are available within the Takara group of companies. Longtime opinion—merely an optimistically according to some.

The thingy Sega themselves for example never understood. Their PR supervisor Andrew Wright had this to contribute: I don't think they're being a bit pretentious—the price of games is set to go higher, not the other way around, he said.

The profit speak

When challenged to support this argument, he simply responded with the astonishing news that Street Fighter 2 Special Championship Edition on the Mega Drive has had its price set at £29.99. It will be a 24-Meg cart which is expensive to produce, and over 16-Meg carts—now becoming the industry standard—can't possibly be set at £29. Not unless the company is doing as we proposed to make no profit whatsoever, he added.

Believe which. Sega haven't even agreed to sell the rights to their last-console games at any price, yet, so as far as they're concerned Takara's plans are still pie-in-the-sky.

Sega's thoughts on the matter were echoed by Tim Christian, head honcho of Associates. It was printed in a computer industry paper, the Daily Computer in this issue, page 28; could some make an approximation of a book from price, but Tim put paid to that little theory in an uncertain minute. (Daily at this writing, at £29.99, he told us, and for a 16-Meg game that's about as low as you can go.)

"We definitely haven't done any kind of deal with Takara, he emphasized concluding that we are always exploring every avenue to prolong the life of our products, but there are plans to transfer into the budget market.

And that's how it stood the day before the issue of SEGA FORCE MEGA went to press. We'll continue to investigate the exciting legs over the next few weeks, so keep us posted for complete details.

Meanwhile, don't hold your breath—you'll probably substitute.



Real deal

Now it's become rooted in America all over the country, what really's set to be the biggest thing since television. If you're not familiar with the term, you could be in a little world of your own—visual reality is a way of becoming part of a computer-generated world: a random presents consisting 3D landscapes captured using remote controllers.

This world resides in actual reality and inside our own 16-biters housed by W Industries and Sega Enterprises. It's Japan has announced a joint venture to develop visual reality head and software.

A Sega VR arcade game is expected for early 1994 and both companies are playing a key role in Sega's long-term VR strategy. Development will be based at W Industries in Leicester that will appear under the Sega banner and use their graphics board and cabinet as principal hardware components.

Sega World scope

The founder of W Industries Ltd, Dr Jon Walden commented: We are delighted to announce our collaboration with Sega, which will bring our VR technology even further to the forefront of the entertainment market. Licensing our VR technology to leading international companies is a key element in our development strategy for W Industries, providing wide exposure for our existing systems while creating significant commercial value potentials and a wider distribution base.

Sega Enterprises are the leading designer, developer and manufacturer in the computer industry, recently developing 32 VR-like games such as Virtua Racing and 32-X-1 while W Industries have the virtual reality games such as Flying Aces and Terror Nightmare under their belt.

The fruits of Sega Enterprises and W Industries collaboration will be introduced at Sega World events partly early next year. Until then we can only dream of what this revolutionary partnership will bring.

It's on the kards

You can't fail to have noticed it. Miles from paper cards on the front of this magazine. It's on the kards in a depth index of the steady flow into our main (SNES) overall, we've produced these fully featured reference guides to each of our series' movies. Keep them by your side—think when playing. Amie's Movie Reader that you'll have no problem locating several stacks of content out of it.

If you can't follow our Ken's Head Butt, Sub-Zero's Power Slide or Goro's Flying Punch, just follow the instructions which highlight the button and D-pad combinations to execute. Those head-buster Death Moves we made that little bit easier, too. You'll see each move and exactly how to accomplish it in the bottom-right-hand corner of each card.

Geo and Goro Young can't escape lightly. On the reverse of the Johnny Cage card are details of how to use the tyrannical weapons. With us and Mortal Kombat cards there's a plenty of game to be had as you

strive, why is it all about the money and crowned as the country's top martial arts expert, enjoy.



Sega slip up

It looks like the big G has really put its foot in it this time. Sega recently lined up Coca-Cola for a massive promotion, trade select bottles and cans of Coke were letters which were the table's certain prize. Up to prize were Mega Drive, Mega-CDs, Game Gear and special edition baseball caps. The only 'lose' was found a winning letter were to phone up the competition hotline from at back and wait for their prize.

But even the best laid plans of mice and men... hedgehogs can go wrong. Those well meant winning letters also made up part of the production side printed inside the letter slip so as you can imagine chaos ensued as thousands of winners demanded Coca-Cola with those calls in an effort to secure their prize.

The Santa Barbara cap winners were originally promised 10,000 but received 20,000. Instead over 100,000 people claimed them and there just wasn't enough to go round. Even now claims are coming in at a rate of 800-1000 a day. As if that wasn't bad enough the first 800 Mega-CDs were stolen from a warehouse.

Sega and Coca-Cola have face potential legal action from angry customers with one consumer stating that 'yet once again a powerful manufacturer has gone back on its word'. But both are taking the promotion as a success and have lined up for another event. The Sega Speed Challenge takes place around Christmas so if you want details as we get there.



Star Spot

Not only a **Cool Spot** the coolest character ever to hit the Mega Drive (or Vectors 4 - Sega) is a now landing his stuff in the pop world to Sega's get masses of screaming fans and prosper to contend with as well as his many partners' rivals. He's already appeared in a video, shaking his scapula being alongside new pop band *Blaze*. The Ocean Drive (aka T.O.D.) to promote their latest single. Touch T.O.D. returned the favour by appearing in the game in a different form. Great gimmick, huh?

But it doesn't end there Sega (Seamed T.O.D.) are releasing a cover version of *Sea* called *The Legislature*, one of the tracks from the

hot *Cool Spot* soundtrack. In return, *Cool Spot* will become the bedbug in T.O.D.'s new *Legislature* video (forming the study character in TV screens of old Europe).

Vigor Games sales and Marketing Director **Sean Brennan** commented: 'The Ocean Drive and Cool Spot is a merge of a great character and a very exciting teenage dance record'. The team strengthens *Vigor*'s links with the music industry and demonstrates once again their 'innovative marketing approach'. He's quite good at (keeping his own counsel) but that's another tale for later.

This is just the beginning as *Vigor* promises many more pop and rock collaborations. Who could be next, *Mad* and *Mad* with 'I've Got That'!



Sonic CD

Mega-CD • Sega • Out: September (Japan)

Last issue, we printed the first in-depth report on this highly-anticipated title. This issue we've got the full low-down (and shots!) on those blinding bonus levels...

Last month we explained Sonic's fate to be involved in order to offer better image and remedy anti-concocted by the conservative Nintendo. Failing to do so has serious repercussions — check out the *Dark To The Future* chapter to get an idea. This could mean *Sonic CD* has multiple endings not all of them good.

So how does Sonic travel through time? At certain points Sonic touches a 'Past Present' or 'Future' signpost to set the

desired time destination.

Then all he has to do is build up speed by tapping full tilt down a slope or bouncing off a red high-power spring. When he reaches a certain speed Sonic gives extra the screen changes to brilliant green and he's transported through time.

Super Sonic Kart?

Because of the three time periods each round can be considered as three alternate stages. So

above all, this can't a screen from a certain **SEGA** racing game, it's one of *Sonic CD*'s many bonus levels.



although they're only eight rounds in all (as opposed to *Sonic 2*'s eleven). *Sonic CD* can be thought of as being 24.

Some stages make subtle use of the Mega-CD's storage and reading efforts. They're accessed the same way as all previous *Sonic* games, either at level 10-range, though only really stage 10 (stage 10 and off stage).

Sonic CD's bonus stages look distinctly like the SEGA's *Super 16-bit Kart* in *Play Stage*. *Sonic* viewed from behind on a full-screen

What's in store?

The world's largest computer and video game department opens in London this autumn. IBM Launch Level One at New Walk store is Colindale street, covering a staggering 800 square feet of floor space in the world's entertainment.

Level One offers the biggest range of entertainment software in England, with over 10,000 titles in stock. A high-tech, interactive interior with state-of-the-art features has been specifically designed for the store, complete with translucent glass walls, special lighting effects and a large video wall — a "games challenge" area for game tournaments and product appearances has also been included, which sounds like a great idea.

Designed by Ben Jobel, Level One is aimed at the first-time visit to IBM stores. They hope it will be the best game department anywhere in the world. It also means IBM, Colindale Street, is now the largest retail store at 10,000 square feet. Visit their web site for information.



Outerspaced

Everyone loves the hottest racing game around at the moment in the latest Sega Master System, *Outerspace*. But what do the Milwaukee-based game company have up their sleeve next? The good news is Sega claims it they've got loads of great products lined-up for the end of 1993 and beyond.

Next up on their release schedule is *Comix Outerspace*. Being Level Outerspace, the fast star racer, it's a wacky mix of adventure and arcade action in a wacky 1990s style.

Level is the first heroine of the planet Lincoln to discover our human planet. Realising soon to what she stands to be a hero, she is shocked to find her own planet isn't a wacky world state. Level decides to return to Earth and get evidence to clear her tarnished reputation.

Clearly a bit of an Nerd and Arrogant, *Comix Outerspace* should take off on the Mega Drive too. There are three main locations: Planet Lincoln, Genesis and a massive space station. Travelling between these areas involves the completion of one of 30 arcade-oriented action games. There's extra-on racing robot attacks, space droids and wacky planet bringing high-speed excitement to *Comix's* adventure (it says here).

Comix Outerspace will be coming onto MDs everywhere around November watch the case for our heroine.

Plenty of padding

Good news for joystick addicts are provided in the new Logic 3's heavily-guarded R&D department and he caught a steady game of their latest invention the Logical.

It's the first joystick to have closed mechanisms for smoother faster sharper response and also features independent aim and fire controls on all six buttons. The Logical should see the standard for future joysticks to follow and may be ready for release as early as October (planned D17 93).

Another Logic 3 controller in the pipeline is the Phantom Stick, also offering closed mechanisms. Other goodies include an eight-directional arcade type stick for the buttons, analogue speed control and slow motion.

If that wasn't enough it has a stunning eight-bit 4 colour video output controller. Priced at £24.99 the Phantom should also be available in October.



Look! Recently from many levels of parents scrolling we're featured here! haven't yet — but it looks like there'll be lots from this one!



Right! Being water hazards there can be fun, just like the good *Chronics* I want learn from *Snake II*.

Fire and enemies are destroyed by jumping at them, and a one hit loss ends the round for dispatching a certain number of enemies is the CD equipment of a *Chronic* in *Time Stone*.

That's the new information we have, but we'll keep you posted on new developments as we hear them.

For the time being grasp of these weird scenarios. Hang tight, there'll be a lot more soon.



ITS JURASSIC!



BEAT T-Rex TO WIN

£500

CASH INSTANTLY!
0839 407041

OR WIN A

SEGA MEGADRIVE + MEGA CD

0839 407042

SUPER
NINTENDO +
STREET
FIGHTER II



SUPER NINTENDO +
STARWING

0839 407044

0839 407043

SEASON TICKET

To the Football club of your
choice



0839 407045

RALEIGH ACTIVATOR 2

Or any other mountain bike up to £200

0839 407046

Attention all Super Heroes...

AMERICAN ADVENTURE

WIN £500

INSTANT
WIN

CALL 0839 407051 FOR YOUR NEXT MISSION

OR

CALL 0839 407052
TO WIN A
SUPER NINTENDO

+ MARIO BROS
CARTRIDGES

JOYSTICK

Any joystick up to the value of £70

0839 407048

£150
WORTH OF
GAMES

SEGA GAME
GEAR

0839 407053

0839 407047

WIN £150 WORTH
OF SPORTS GEAR

0839 407049

Call cost 26p (week) 49p per min (other times). Multiple calls or queries. Most possible over £3.60. Please be sure that you have permission to make this call. Ends 30.9.93. Account where contact was collected. Motorola/Sega/Amiga/Streetfighter II/Starwing & Raleigh Activator are all registered trademarks of their respective companies. We are not related to or endorsed by them. For sales & services, other places send SAE to: S&M, PO Box 28, Northampton NN1 3JG.

That sinking feeling

Do not adjust your goggles — you haven't saved up a copy of the TV Show Sega announced a new campaign to teach water safety to school children and the *Seapark* adventure featuring pirates!

The 2001-2 sponsorship deal with the Royal Life Saving Society Sega has helped create a teaching pack for the Lifeguard National program, including a 20-minute video starring the *Seapark* team and *Boys in the Water*. Although 20,000 of these computer use teaching packs have been produced, the RLSS has already received over 15,000 responses from schools all over the country.

Cate Seaford, director of the Royal Society, is very pleased with the response. 'Our research has shown something really important is viewed by children as a very positive role model. A life-saving message delivered by life guards has the best chance of being received and we look forward to Sega giving us interesting learning materials.'

With guest appearances by *Waka*, *Suzume*, *Egypt* and *Devil* 'Nail' Charvet we suspect many gamers can't wait either!



JVC's Wonderstuff

A new version of the Wonderstuff — JVC's integrated Sega Drive and Super 32-bit unit — hit the streets of Japan in early July. Costing ¥19,800 (about £245), the Wonderstuff 80 is essentially a re-engineered version of the original, which debuted in a basic ¥12,800 (about £160) — and that's without bundled software.

To achieve the lower price, JVC cut the unit's RAM capacity, which was only 4MB in the original. Unsurprisingly, you can't do anything if you're a mouse with a hand-rolling device if your bumper read a crash from *Heavy Duty* gaming.

The Wonderstuff 80's design is more conventional and conservatively beautiful than the original. It's basically a 3.5-inch floppy unit with a smoothly contoured top and CD slot.

What's great about the Wonderstuff 80 is its 6-in-1 feature controller. It's a battery-

powered infrared unit, which means no annoying wires to get in the way of street-fighting action. Plus, it can turn the Wonderstuff and TV on and off, switch between game and TV viewing, reset the console and even adjust the TV's volume.

Unfortunately, it isn't possible to use two wireless controllers at the same time, so a second, wired controller can be hooked up to the infrared unit for multiplayer games.

The Wonderstuff packs enough standard Sega controllers, either the old five-button or the four-button of the only new six-button unit.

Besides the usual 87 and 104 games (with updates), the Wonderstuff 80 also has an \$1,995 worth of a high-quality game list and an exciting mode of games. Based on this unit is intended solely for Japan at present, so expect to find only one or two ports on a British TV.

JVC haven't given any indication that the Wonderstuff 80 will be released outside Japan. We can only hope. If it is, do hear anything, you'll be the first to know.



never never before seen action in both looks and gameplay.

The between stage action — the *Silpheed* 54 TV playing for sale off for example — is a spectacular piece of anime polygon graphics and action. In that regard, *Silpheed* takes over the lead through this, it's not far behind.



because they play not only off-only.

Besides the awesome look, CD sound and its excellent AI dialogue in English (including many text-to-speech words stored in the head of better you might want to use headphones with the volume turned up).

Randomly further, among my the supply of *Silpheed* (and other) work, no longer look up there in box. If you notice a *Devil* Star logo, there are three controls.

Although *Silpheed*'s purportedly tough as metal, *Silpheed* shows exactly what the Sega CD's capable of in the hands of skilled programmers. It represents the next generation of home-video games.



Silpheed

Stage CD • Game Arts • Inc. Now (Japan)

This eagerly-awaited car's now available in Japan and we'll have a full review next issue, but if you can't wait, here's more news.

In Japan the awesome and 3D shoot-'em-up drawing more attention than any other Sega game. As previously reported, the machinery, exterior and geometrical formations in *Silpheed* are composed of polygons and include 8 polygons to



On a slow boat to Ludlow

In the wacky world of arcade gaming, there are times when obscure titles send their product a wee bit low. It's Sega's turn to move beyond the limbo as this of this Mega Drive game — *Shining Force: Ultimate Soccer* and *Shining Force: Ultimate Cup* — arrived just our deadline. We're leif the three offenders had problems getting through customs (border smuggling or something).

We did it later, please inform what the game are of about and whether they're worth spending it to test our mini-reviews of each and a SEGA FORCE MEGA using First up, *Shining Force*.



After the graphics faded behind the Duke of the Darkness, the Dark Dragon wailed its ugly howl. With the help of his hooded cohorts, some old fiery breath has unleashed his armies on the land of Lores. You can your adventure in the town of Quasius under the guidance of Lord Veen, the master tactician.

Shining Force is split into eight areas, offer-



ing between water, ground and island with people, sections and battle sequences. As you later around you meet peers, monks, warriors and the like who set your quest, so forming the side band of folk known as the Shining Force.

It's slick and mainstream, making it very easy-friendly and the graphics are beautifully drawn. Control sequences are excellent, gameplay is fast and there are loads of obstacles to interact with.

Shining Force is produced by Sega and out now at £49.99. Our SEGA FORCE MEGA set by £65.

The ultimate soccer games?

Sega have two football eme doing this inside. The first, *Ultimate Soccer* is a pretty nifty, also compatible with Sega's forthcoming four-way player if you're fan of the Sega up to eight players can take part at once (needs two always our strong point) —Ade!

There's a good selection of teams to choose from and a small array of options, including one and two-player. Includes and about nine Ultimate League, Ultimate Cup and League Knockout. The single perspective takes a bit of getting used to, but it's always downhill and controls can be a nightmare depending on the chosen setting.

Not a bad soccer eme, the few key features missing, the whole after a bit more enjoyable. Things is, where are you going to find eight players?

Ultimate Soccer should be on the shelves now. We rated it 3.5 out of 10.99, but options will be not separately. It gets a 3.5 rating from us.

The other body-let's facing around an aspect of the moment but will soon have a UK release. Originally released in Japan, *Score World Cup* has appeared in the states and a still incredibly popular.

The arcade version is truly easy to get into if you're a footballing novice. Matches are viewed from the side, controls aren't too fussy and the ball usually finds its way to the goal. The players are well animated but not incredibly detailed.

The two-player game from 1 first competitive edge to it and the World Cup tournament's a 28 team. Even though there's a wide selection of teams to choose from — 24 in all — they're not that much different and their passing and shooting skills are identical.

Score World Cup will retail at £29.99 when officially released. Web logs of report drops will vary. A fairly generous one price is 5.7%.



Above: Soccer's playability is poor...

Below... while Ultimate's is just about!



SF2 latest!

Just two hours before this issue left the building, a Capcom spokesman from America phoned to give us the latest news regarding *Street Fighter II: The New York* (we know you're down to it) and just what's happening with this game (and tournament or what? The phone's been ringing off the hook!), so here's the deal: the game will be called *Street Fighter II: Special Championship Edition*, it'll be a 3D-style cart which will feature the 'turbo' speed settings (as fast as the SNES) and, get this, will include an arcade tournament mode! not seen in any other version. Any of the 12 fighters can be played and the UK release date is the last word of the book.

The wonderful World of Sega

It's worth asking the grand question of *Seamless Sega World*. The first is a new series of high technology entertainment series aimed at fans of all ages. Sega follows the developer's one of the most exciting to the entertainment sector: this decade and will transform the future of family entertainment.

Built on others' experience from EuroDisney, Disney's Miraculous in London and Miraculous Sega Park, *Seamless Sega World* has the first of these centers in Europe. Over £3 million has been spent to make it a complete heaven to game-lovers.

The idea originated in Japan in the late Eighties and Sega have developed the idea to include the latest in technology. Sega World has the latest in light simulation such as the R-800 and AS-1 (which makes it about the smallest and great great games including *Vision Racing* and *Out Run*).

Sega World's other activities include a family room (for on-lookers, children's play area, educational section, Sega shop and Burger King restaurant). There are arranged over a number of themed areas to all the *The Cyber-Maze* with the streets 30-500 square feet.

Sega World was officially opened on July 15th by Chris Bosh (now Chairman of The Big Blue) and I'd you want to-be-it's more precise to Southampton.

Competition Winners

Here's a look at some winners of the month's due to the magazine site a few months ago. So if you're entered a competition, SEGA FORCE is right and we'll carry winners and publish names, with the next couple of weeks. Here's the month's best of the best:

Our world's our best!

The winner of the grand selection of your James Bond video from SEGA FORCE is a *Mission James Bond* from Captain Christopher Mary South, Gloucester TV screen. Merit Congratulations!

Click! Click! Crash Games

The top prize winner is our *Crash Games* group. SEGA FORCE issue 100 are *Adrian Simpson* of the *Sharnon Game Centre*, *Letchworth* and *John Baker* of *Woodroffe, Bedford*. A *Crash Car* and *Crash Outfit* game are more ways to play.

So remember each a name *Crash Games* group. They are *Bill Shaw* of *Edgware*, *Philip Shaw* of *South Mimms*, *Andrew Smith* of *Royston*, *Louise*, *Jonathan Gault* of *Stevenage*, *Jon Thomas* of *Stevenage* and *Richard O'Brien* (Stevenage) —Ade!

THE **QT** ProPad

IT'S SO **HOT...**



IT'S **COOL...!**

AVAILABLE FOR BOTH NINTENDO SNES AND SEGA MEGADRIVE

- 8-Direction thumb control
- Multiple fire buttons
- Autofire
- See-thru casing
- Slow motion
- Rapid fire mode

SUGGESTED RETAIL PRICE £16.99 INC. VAT.

Another winning product from ...

SPECTRA
ENTERTAINMENT
TEL. 081-933 2211

Available from

BEATTIES • BOOTS • CURRY'S • DIXONS • FUTURE ZONE • GAME •
HMV • W.H.SMITH • TANDY • VIRGIN • and all the Best Computer Shops



**THE CONSUMER ELECTRONICS SHOW
OLYMPIA 16-20 SEPTEMBER**

IT TAKES AGES TO REACH THE END.

Check this out!

LIVE '93 The Consumer Electronics Show, is going to be the biggest thing to hit planet earth in years.

A million cubic metres of hi-fi, TV, video, home computers, image storage, cameras, camcorders, telephones, cables and satellite equipment.

And games. More games consoles and systems than you've ever seen. In fact, the biggest free games gallery in the UK designed and built just for you. Visit Imperial's Palacefield Plaza for all the latest games. Tests and demos - and take part in their National Games Challenge.

Play or what?

But there's more. Live TV and radio broadcasts, live music on stage, celebrity appearances, Home Cinema, the BT Times Times, TV walls, waterclasses, computers - you name it.

Believe us. It takes ages to reach the end.

Tickets cost £7 or £16 for two adults and three children (if you're under 14, you need to be accompanied by an adult).

Call the LIVE '93 Hotline on 075-373 6141

LIVE '93



GET YOUR FINGER ON THE PULSE

Tickets cost £7 each or £16 for a family of two adults and three children (if you're under 14, you need to be accompanied by an adult.)



Thunderhawk

Mega-CD • Core Design • Out: October

While many are gasping at amazing new games coming from Japan and the States, we're keeping an eye on home-grown talent such as Core Design. Their helicopter sim promises to herald a new era for flight sims.



There'll be loads of rigs when Mega Drive owners learn that Core's latest joint by the looks of it promises release in available exclusively in Mega-CD owners — but if there was ever a good reason for looking out for Sega's CD edition, this is surely it.

Beating not just some of the best-looking graphics ever to grace a Sega system of any description, Thunderhawk is a 3D helicopter-sim-type thing that plays like GUN: Desert Storm — only from a first-person perspective (as you look out of the cockpit window, rather than seeing the entire chopper-on-ward).

Despite the engaging gameplay and rousing scores, it's in the graphics department that Thunderhawk really comes into its own. SHES scenes have been hitting an about-face great their Mode 7 as and for enough the rolling and rotating effects make possible by the graphics chip are really dazzling.

But when you release Thunderhawk to action you'll notice the surrounding landscape isn't only visible realistically, it blends with the



chopper's foot. The terrain's all mountains and reflected by the approaching landscape. Pull up and left and the ground swirls away so smoothly and continuously that pieces of delight are sure to lose both.

The enemy sprites are nothing less than eye-popping, either. Drawing larger and more detailed the closer you get, each tank, tree and building can be viewed from 18 different angles. Screenshots can't do Thunderhawk justice, so it's not what the objects look like which blows your mind, it's how they move.

Hel's-a-popper!

Okay, so it could be nothing on Earth (except flying a combat helicopter) — how does it play? Like the aforementioned Desert Storm, it ain't



One of your best-looking selection boxes is on a ship.



Always: The red bar on the directional display indicates that the next target is away to the right.



Always: Best done — the mission was a complete success...



Surprisingly detailed screens like these really add to the atmosphere.



awk



A following armada attack spreads up into the sky above Antarctica.



The transport's heavy weapons allow it to attempt worth the asking price!

into a series of ten progressively difficult missions, each featuring a number of secondary tasks which must be completed in order between three and six per mission — there are 48 in all.

The missions can be attempted in any order, although a steep difficulty curve shows that only those tasks in which the target has to be used. Taking place all over the globe, the various tasks are performed over a number of red-hot-offensive targets.

From the top reaches of Alaska (where enemy agents are tracking with results from your "biological research establishment") to the jungles of South America (take the gun-control to imagine later in detail) via the Middle East, Panama Canal and South China Seas, not all the theatres of war look startlingly different, but with the necessity of night flying in some cases, there won't be anything to give about in that score.

All under control

Plating the chopper — an Apache AH64A, if there are any enthusiasts turned to the helicopter — couldn't be simpler. Dutton (K) fires the currently activated weapons (B) toggles between these weapons (when you wish activated unless guided missiles and rockets) while (C) used in conjunction with the D-pad gives or loses altitude and changes the chopper's heading.

Target locked!

There are plenty of enemy vehicles to keep your trigger finger busy — make sure you see them before they get YOU in their sights!



The formidable A&D



APCs are tricky to deal with



Defenders do their job well



Chop 'em the tracks



Hummer 'ceptors cause havoc



Sea threats also prove costly



Tanks take lots of punishment



Freight jobs don't hang about



The B&B transporter's easy prey



Steel radar pines quickly



A mobile vehicle transporter



Miss-boats are hard to pilot



Alas, you can't become a Top Gun pilot, can you? — you need a Mega-CD to get off the ground, though...



► Disoriented they may be, but watching the controls as a host of age-old games is to be made. Heavy artillery is usually scattered across every minute and level — and they're snail-ry, but slow when it comes to doing out really pay-off.

(Back-to-to or maybe: basic techniques) gradually acquired personal camera and and almost imitations of lead to be dealt with appropriately, so well as the real jet-fighter and assorted support. The chain gun bows most adventures into the middle of next year provided you can reap the bullets based in the right spot. But other targets require more consistent attention.

Antenna to antennas

After a few short try, nine separate mini-games you introduce a back and forth the driving credits. Not so here: where between-music clips and get-camera zooms keep the action flowing. A by now standard landing screen seems to have been decided when your Commanding Officer says the poor party thing is include trouble spots and primary targets etc. on a strategy briefing screen.

All those scenes are fearlessly presented,



and coupled with crystal clear speech (even in flight) and ear-drum-rumbling sounds — check out that lead tank, that — they add to the fun immensely. The rock soundtrack which plays in the background throughout the flight is so solid our editors wonder: Have we created the chopper into the side of a barn while head-banging to it? Why is go.

Expect a full review of Quik's spectacular CD release next issue. Meanwhile goggle at the screens and get your nose turning — head out or the highway back to civilization, its whatever comes air way. (October 1992) —ED



The red dotted line in your cockpit display marks the edge of a war zone — press it to return to base...



Just back at the shore some people leave outside their houses? Haven't they heard of the danger?



This mission briefing screen is just to be completed — but it sure will improve...



Right? Jet fighters usually cause the most problems for movie pilots...



The lights in the corner of your cockpit window are telling you a target's been locked — so get set!

Core! Give us a go on your 'copter, Mister!

Win a radio-controlled helicopter and recreate *Thunderhawk's* barnstorming secret missions!

Along with *Supercar* and *Street CD*, Core Design's *Thunderhawk* brings a new age of prosperity. It's all about sharing gameplay and mind-boggling graphics to the Mega-CD. Helicopter sim fans have been the topic of video games for many moons. Don't get us, *Jungle Strike* was! Double on the Mega Drive, but only the combination of Mega-CD technology and Core's coding skills could bring the look and feel of piloting a chopper to your home.

But if you don't own a Mega-CD, of course, bringing a copy of *Thunderhawk* home just means you're a *beast*. Why write that to put your bug of the eye on? Which is why Core Design have given us a remote-controlled helicopter to give away, so you really can pilot a chopper. Why take your fight under a bushel when you can be a demon of the skies?

Just imagine the fun you can have with a remote-controlled helicopter. Answer your family's interminable questions like the stars out of carrying being shopping! Give the cat a journey! The possibilities are endless.

It couldn't be simpler

To win this amazing prize and become the envy of friends, neighbours and that irritating woman at the supermarket who stares at you over the top of her glasses, simply answer these three questions.

- | | | |
|--|--|--|
| 1. What's the name of the advanced combat helicopter you control in <i>Thunderhawk</i> ? | 2. Which style of SHES graphics does Core's <i>Thunderhawk</i> reuse the most? | 3. From how many different angles can you pilot the <i>Thunderhawk</i> ? |
| a. Comanche | a. Style 1 | a. 11 |
| b. Apache | b. Style 7 | b. 12 |
| c. General Capital | c. Style 7 | c. Less than that! |
| | d. Helovik 7 | |

Just fill these six answers on a postcard (or back of a crumpled-down envelope) (and forgetting your name and address) and send it to CORE, WHAT A PRIZE! SEGA FORCE MEGA, Impact Magazine, Luton, Bedfordshire MK1 1JH, to arrive no later than September 18 (otherwise it'll be lost under #1).

Prizes still if you do not want to receive promotional material from other companies, and whether you think Bob Monkhouse should give up now before it's too late.



The primary target is well within your sights — hope you've some rockets left!



'Up participants. Miss, it looks like the coast's clear, Captain. 'Oh yeah?' Ask him.



Jurassic Park

Mega Drive • Sega • Out: August 27 (Japan)

The blockbuster movie of the summer (and perhaps all-time) is set to burst upon MD in spectacular 19-Meg fashion. The Raptors should have us enraptured.

Jurassic Park the game can't faithfully reproduce the settings and dinosaurs of Spielberg's awesome movie. Many prehistoric beasts roam the Jurassic Park island including the huge *Spinosaurus*, naturally armored *Tyrannosaurus Rex*, fast-flying *Pterocyclops* and, of course, the scuttling *Velociraptors*.

A standard side-scrolling platform game, players can become paleontologist Dr. Alan Grant (Jim, fed in the movie) or in *Velociraptor* skins not only perform the usual jump, kick, slide and so on, but also use the type of

weapons to stun or kill dinosaurs.

He first makes his way to safety from the jungle (then goes to a number of locations on the island, meeting the visitor centre and power station, where certain missions await).

Playing as a *Raptor*, the objective is much more straightforward: avoid or kill humans and

Before if you choose to play a dinosaur, you must escape from the island to complete the game...



try to escape Jurassic Park and the island. Naturally, the *Raptor* doesn't have weapons, but his powerful attacks and mighty jumps make up for it.

With scenes and settings straight out of the movie — including superb digital skies, some specially filmed to the game — *Jurassic Park* could become a marvellous title to see right



Keio Attack Team

Mega-CD • Victor Entertainment • Out: Now (Japan)

Those familiar with shoot 'em-ups can summarise the standard plotline: mankind's under attack by alien hordes and the only hope's a powerful rocket fighter. But here's an exception...



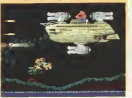
Keio Attack Team's a serious shoot 'em up, but the best series and best shoot 'em-up formula — its emphasis is on comedy. It's loosely set in a mythical Japan almost hundred years ago, but it's actual references are scattered: robots, dodges, steering the ship with modern military machines in great-comedy style.

The main character's Kaito, a young girl entrusted with the responsibility of escorting instructions from the heavens. However, while she's goofing off, the benevolent Gods of Fortune — under the command of Heaven the Di-Dei — discover the situation.

Kaito receives a letter warning how her guardians, who refuse to let her until she acquires the stolen goods. Rather than go hungry, Kaito dons a luxury girl costume (kawaii) and sets out to find the Dragon to chase the relevant tax. Of course, not an easy bunch of villains.

Using light, attractive graphics, a Mosaic soundtrack and lots of strange and hilarious enemies, *Keio Attack Team* should bring plenty of laughs.

How likely also seriously takes some beating — only in Japan.



There's nothing new about the concept for this CD game but in appearance it could rival even *Alphid*.

AX-101

Mega-CD ● Sega ● Out: TBA

Axis is another masterpiece that isn't only possible on CD — the new Mega-CD loader features over 8000 levels of high-grade computer graphics in 3D total space on Earth in the desert — with advanced graphics in high-resolution video.

The style of the people are affected by everything inside from leading also better. The planet is only hope is AX-101 the

You're another cracking 3D world — looks like we're in for one that's winter!

ultimate space fighter, repeat it! Integrate travel to take the battle to their ruthless adversaries.

Although the story's nothing new, the one made demo makes up for it. Full-screen graphics are used to great effect as it's futuristic city's engulfed in a massive explosion.

The gameplay's viewed in 3D through the AX-101 control. Because the graphics require intense number-crunching the Mega-CD and MD CPUs are taxed. Even that close to half the screen's obscured by an industrial panel.



It's a game that's giving you a lot of action. AX-101 is an action game that will surely attract a lot of fans. To enjoy it, you must have a Mega-CD loader and a Mega-CD. The game is a 3D action game that will surely attract a lot of fans. To enjoy it, you must have a Mega-CD loader and a Mega-CD.

Words get into the wrong form and you need your master in the form of an incredible object that even AX-101's hyper-powered weaponry can't destroy. Although it shares ideas with *Space Sheriff AX-101*, the clarity of originality and advanced-pairing action to keep you enthralled.

With titles like the *Midnight Samurai* and *Splinter*, the Mega-CD's looking to promise to be the next generation of gaming.



Moonlight Serenade

Mega-CD ● Sega ● Out: September (Japan)

EA's *Haunting* not flashy enough for you? Go ghostbusting, Virtual Reality-style, in a 3D mansion.

The player can walk around the mansion as if it really existed every time he moves the view shifts smoothly on. For instance, when going up a flight of stairs the player's view changes a step at a time so it he can mount them himself. It's also possible to look down over the balcony of the ground floor, but if the player gets too engrossed he falls over the edge.

It's sometimes frustrating that we can only view static pics — this creepy adventure game's a case in point. *Moonlight Serenade's* fantastic computer images contain truly-detailed bitmaps, 3D polygons are fantastic. These float out in eerie mansion which can be viewed from virtually any angle.



To add one such real life, Sega's 10-year-old high-powered workstation which built the mansion using over a million polygons. It's an industry PC had been used. It wouldn't have over five years to do the calculations.

The plot revolves around a creepy mansion located deep in a forest. On an enchanted evening it by a full moon a boy and his younger sister are drawn to it by a peculiar beauty. Heedless of the boy's warnings, she enters the mansion and fails to return.

The player becomes the boy and must unravel the mysteries and locate the sister which had perished the mansion's elegant again. The adventure's class is on-gothic and some form and music playing sounds essential. Beware nasty traps and terrifying manifestations to be met.

If you're a horror fan, *Moonlight Serenade* should be a truly terrifying treat. You won't want to play the story.

NHL Hockey '94

Mega Drive • EA Sports • Oct. September

Here's a surprise: Electronic Arts are releasing a hockey sim, but this one has a four-player mode for twice the fun.

Bringing a whole host of improvements over its last sibling, professional NHL Hockey '94's one of the first EA games to support that new four-way software: up to four human players can compete two-on-two in this accurate simulation of the exciting sport.

Enhancements include a manual goals option (over 70 scripted pieces of genuine ice hockey action music), goal (and tie) team (goals) new post) animation and generally about out. A battery-back up enables the personal records of up to seven human players to be stored — all on one, for used. It's Meg's first. Have. EA's 19 is your pocket for the truly-off in September.



With the ability to handle up to four human players at once, NHL '94 is more than double the fun!



Super Baseball 2020

Mega Drive • EA Sports • Oct. September

Futuristic sports aims are usually based on the pastimes of today; this game actually is one.

Compared to the Mega Drive version of the game, this title is a true, in fact, adds a few teams to the much-loved LG sport. It's in fact, are randomly generated. In the subtext of the start of every new string, with teams are selected from major, female and robotic players.

There are 12 levels, two leagues and 190 different characters, each with their own strengths and weaknesses. Home runs and other scoring actions are rewarded with extra money, which can be spent on your own.

After only a seventh inning, one of your bats is hit their slapping power dramatically increased to hit-into doubles are always in play. Last victory from the game is defeat when the 10 Meg card becomes available in September. priced \$49.99.

Bill Walsh College Football

Mega Drive • EA Sports • Oct. New

Another Electronic Arts favourite, American Football aims are revolutionised once more as Mr Madden's shows the door!

Developed by the same team who brought the highly John Madden to the Mega Drive, EA's new college football game is designed to appeal American Football fans (18-24 — and beyond).

Boasting bigger, more detailed player sprites and incorporating all the rules, strategies and formations found in the game, players can select automatic or manual control for the full time (or the best of our most edge) Believable views of the playing field have been added with a camera system that is intended for better presentation.

It's a thing can't fully endorsed by big old football — to stand to be head coach for the San Francisco 49ers. don't you know — it's available at \$49.99. No sports.



Excellent presentation plus heaps of fun — and that's just the quarterback!



EA Sports Soccer

Mega Drive • EA Sports • Out: December

At last, Electronic Arts are working on a British football game! The name's likely to change but the game's one to watch.

From what we've seen of EA Sports Soccer so far, the release is set to blow every other MD football sim off the pitch—and that includes the one to be seen: *Genie Soccer*.

The initially aimed three-quarter top-down perspective (in some 3D) views make incredibly well—giving all the benefits of a bird's eye view while allowing sophisticated realistic sports movement. We tell you that there are over 2000 frames of player animation to avoid that!—and another you will.



With over 40 international teams on offer each adhering to their real-life counterparts in color and style of play, the round-robin type tournament will be non-stop. Mastering the controls is essential in any soccer sim, and here you need to become adept at not just passing and shooting, but also traps, drag headers, backflips (very impressive!) and sliding tackles, too.

A 10 Meg release slated for a December on-sale date, a good hasn't been set. Most if not you live as rich as a parrot!



Haunting, Starring Polterguy

Mega Drive • Electronic Arts • Out: September

Now this game's spooky — you have to collect green and red slime to stand a ghost of a chance of winning.



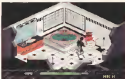
created by John Delella and Dave Ralston (of *Cybernet Rampart* and *Paperboy* fame) Awarding bonuses at all times, you must cut back enough ectoplasm to keep Guy's supernatural powers pumping and over six special areas (including the centering) a shudder.

A spooky 10-Meg cast, *Haunting, Starring Polterguy* is available in September at \$49.99.



You wouldn't want the Garcia family living next door to you. They're too often in your studio — and murderous, damn it! They've been bumped off for your inheritance by the slimy Gardinis. It's your job as the ghostly Polterguy to expel them from the four massive mansions they've bought with their gotten gains. Over 400 household objects can be used to frighten the blighters out of their wig and, hopefully, their homes.

Presented in isometric 3D. *Haunting* was



Also, Guy has used his ghostly powers to plant something malicious in the inn. Paul does it all the time!

Water-Burns the Enchantress!



F-15 Strike Eagle II

Mega Drive • Microprose • Out: Autumn

Having sold well over a million copies on home computer formats, it was only a matter of time before MicroProse converted one of their famous F-15 flight sims to a real games machine!

Scheduled to take off some time this autumn, F-15 Strike Eagle II promises to be the most accurate and controlling flight sim ever. Dodge and shoot 'em around, soaring the dizzy levels — **WAAAA!** (That's War and Aces — the better you



With graphics as clear and detailed as these, you'll be forgiven for thinking this was a top-of-the-range PC game...

get the most difficult things done). The new-look formations from the Gulf to Vietnam (via Libya and the Arctic Circle) have the season backgrounds, and the controls have been extensively tweaked to fit an old (yep!) — keyboard standard. And about 20 (billion different ways to) contend with.

We've seen a demo version for preview purposes and so far, at least, it appears F-15 II's gonna be a stunner. (Clear, detailed graphics and extensively revised flight controls look set to propel this one all the way to the top of the charts. A review will appear just as soon as the game's finished (or even sooner, in some lesser magazines).)



Blaster Master 2

Mega Drive • Sunsoft • Out: New (approx)

Your planet's been overtaken by evil mechanical hordes, innocent civilians have been taken hostage and the fate of the country rests in your hands! Heavy stuff, eh?

It's a real Blaster if you control an advanced assault tank and its driver, toggling between the two as you battle wave after wave of mechanical monsters in a bid for your country's liberty.

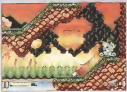
The tank's equipped with some nifty features: You can rotate the gun turret 360°, enabling you to move forward while shooting anyone following, and pick up devastating special weapons to use off those extra-hard baddies.

When you leave your tank, Master Blaster 2 takes on a Character Soldier appearance as you figure jumps and run out of danger. You meet the main-level baddies what you're on foot (shoot 'em, y'know) — these have some real

One of the more solid tank platform-based shoot-'em-ups around, you'll certainly need to take your time finishing this one.



can happen before they crumble. In some sections, action switches to an overhead view, providing a welcome break from the sideways-scrolling platform sections. Blaster Master 2 brings a new slant on the standard platform shoot 'em up. Read the next issue for the full lowdown.





Chuck proves that bears do just fine, even though they aren't water like they look.



No unsightly beer-bellies and stubbly chins the size of door stops, this time nappies and milk bottles are the order of the day as a little cavetoddler fights to save his pa.

Chuck Rock II

Mega Drive • Core Design • Out: Autumn

Uge bungle! The beer-bellied cavetoddler who made such an auspicious debut in the original Chuck Rock 18 months ago has been so busy he's a beer over seas. Or at least he had better. Killed easy after receiving the courteous Opaline from the evil clutches of Gary Carter the calamitous cavetoddler followed a lady — Chuck Jr.

He didn't spend all his spare time engaged in frantic pursuit, however. As well as not eating his wife, Chuck indulged some sense into his feardominal moods and invented the waltz line car! The Rocker, as the vehicle came to be known was such a roaring (and spluttering at least) success that before long Chuck's new car company — P-pist of cavem — hit the big time.

All good things must come to an end, though, and sure enough, the happy cavem couple would soon come crashing down around them.

The dastardly Brock Jagger from that car company, Dastime, had his sights firmly on

Chuck's new empire, so work time and the day finally came when his greed spilled over into an unrepentant act of violence — he had his little hatchmen rock. Chuck at gunpoint.

And as they say, that's where HQ's come in. Guiding Chuck Jr. about the arctic and highly mountained, instantly-snowing, ice-scapes in a legh and a half. While searching for your imprisoned pop you'll also encounter an awesome amount of adventures with your trusty club as well as entering the help of some of the loveliest litters you've ever truly loved.

We received a finished version of Chuck Rock II just days before the deadline and returning it to be a straightforward sequel to the previous classic, never intended to review it. Trouble was there's a catch to it!

Well why bother, though? In a game as figured it'd be worth a review, but judgement of our month (to which time we'd have seen a whole lot more of it).

Championship Bowling

Mega Drive • Matrix • Out: New (Import)

Ten-pin bowling's hardly the most obvious sporting topic for a video game, but it's been a cult success on home computers so now Sega owners get a look-in.

There's reason this game used to be called *Strike It In His Day* — funny, we didn't even know they had Mega Drives in the Dark Ages!



less games and arcade machines (mean in for good measure!) All this organized in the States and Mexico have made the opportunity to bring computer generated bowling may to our shores.

Championship Bowling (especially in the regions of indoor bowling) except the silly jokes. You can choose from three games — Normal, Super and Bonus — and have up to four human players, as well as one computer opponent. Choose a leader to run your night (Personal, Pinball or Baller), bowling ball and the speed of the alley (variable).

The control set angle is understood and relatively easy to master. First set the bowling position, then the amount of spin you want to put on the ball (by direction and finally the power at the ball).

When you release the ball, three animated windows show the ball traveling down the alley, hitting the skittles and the reaction on your leader's face as they see the result.

Available on import now, there'll be a full review in the next SEGA FORCE MEGA. Prepare to be bowled over!

If you're stilled around your local nearby we tell our bottom office you should consider a bowling alley — and we don't mean one line at the back of a pub! We're talking 40-line amusement centres with



Bram Stoker's Dracula

Mega Drive • PlayStation • Disc: TBA

Francis Ford Coppola's remarkable vision of the famous vampire novel doesn't easily transfer to MD cart, but the lads from Liverpool have done their damndest.

Adopting the tried and tested platform adventure style of yore, Coppola's modern updating of the Count's narrative locates Van Helsing (the former of Chris O'Sullivan's fiery) around multi-generational sprawling levels in search of the sodidest sucker (or suck) Alford only with a sword at hand, subtle intrigues and even more develop-

ing collectables must be braced if the player's to have any hope of progression.

Itted are no short far of the game is rich in detail of the old Nintendo Adventure sense. Large spaces and elaborate backgrounds combined with subtle and delectable graphics make Dracula instantly accessible to anyone wacker enough to take a stab!



Wiz 'n' Liz

Mega Drive • PlayStation • Disc: TBA



Billed as "the fastest platform game there is", two speedy sorcerers hope to find the right combination to avoid further bunny slip-ups.

If there's one thing a wizard can't afford to lose it's his spells. In this forthcoming out-and-about extravaganza from Psygnosis, a pair of opposition spellcasters team some past lives, and it's up to those who help the duo find them!

Renowned to be the fastest-running game in any format (the exciting run of an exhilarating 200 points per second), over the half hour we had with the 90% complete version, we're not arguing. Fast is an understatement!

Complete the 100 talking about it accordingly — face about collecting further items where and but the latter used to miss spells which have generally beneficial effects, although not always! One or two players com-

pare against one another free trials (and each level in the split screen two-player mode), in four different game types (with multiple difficulty settings).

But games play an important part in the proceedings, in that a huge degree of experimental action. The instructions warn you'll suffer some penalties if that produce which spells, and as there are over a hundred different permutations to discover, it's also a while to work out what's best, or not.

There are wades of other wizard's ready warden to be discovered. The game has a great bonus element. Once again look out for a couple final boss when it shall be revealed. Right! That's it on for a wee!

Puggsy

Mega Drive • PlayStation • Disc: TBA

A cute creature is stranded somewhere out there. Psygnosis put us in a spin but no one objects.

Yet another legend also has a comic appeal in his way to the stage for a can of dog and a packet of chips — the cat's called Puggsy. Throwing his slip into the ready depths of the



adventure continues the good idea (MD's of compatibility but here's always the way out).

Dropping in on the last planet to ask for directions, Puggsy's set upon by a mischievous gang of alien robots who steal his ship and leave the AAAA, universal standard (perhaps of the time apparently).

It's your mission to help Puggsy recover his mail and evade the ambitions of the planet's evil inhabitants — by manipulating various objects. Okay, right!

A pleasing 81 puzzle-like levels await, combined to the console with classic devices



We've got to see the finished game, but Psygnosis say we'll receive it in good time for next issue.

and lower quality problems to solve. Features include over 40 objects to manipulate, each subject to natural forces, such as gravity and momentum, in excess of a hundred different adventures to avoid (or embrace!) 34 different bosses and over 40 spell effects — as well as 17 graphics-enhanced landscapes.



ARCADE

THE IDEAL CONTROL CENTRE FOR ALL NINTENDO AND SEGA CONSOLE SYSTEMS.



NEW



CARRY CASES FOR ALL CONSOLE SYSTEMS PLUS GAMEBOY AND GAMEGEAR



GAMESTAR IS THE RANGE OF VIDEO GAME ACCESSORIES.

NOW AVAILABLE IN ALL GOOD RETAIL STORES

FROM MAGNETIC HOUSE, 75 RAILWAY STREET,
WERTICROSS, HERTS SG14 1BD.
TELEPHONE 0992 523102 FAX 0992 982061

Gutter Snipe

Time to wise-up and get fit, I reckon. Too many lumpy bits and glands going 'wobble' in the night. From this day forth, a strict diet is the order of the day. A complete avoidance of nidget games, monosodium glutamate and anyone called Cathy — 'cos they probably come from Tipton and knit tea-roll covers for a living.

(Use bits of puffins and pecking and heeey gubbing of leetwain Laccostole Speed) Well, hello David I've just returned from a gubbing session at the local gymnasium with my old mate and sparring partner, Roldo. He's that hot pop tempo and mobile bar-mame leetwain, Tala Tala.

Oh yes you when I was in mingled with the state of stage and screen I don't like to name drop Johnny Depp... Henry Cavill... David Brann... But it sounds those Cumbrian... Ryan Adams... but Roldo and I go back a long way in fact. As was the person who introduced me to Tooting Mooling... and Fabian, if you're reading this, I can't thank you enough mate.

Ten days spent slaving away, using muscled and reaching limbs with 28 ancolony-changed pop scrolls in a room smelling of hexamine, body colour and Spex. Lights out by 00.00, drifting off to sleep listening to Keith, a bank clerk from Croydon who's never been to the countryside before, describing those big white and brown seeping things with legs on and being totally bowled over by the fact that milk isn't actually green in-carbon Shear Mass.

So, that's my month in the bug tent. One for you Politicians to stop me a fire and let me know what a time going on to your seat, meanwhile time flies over the past 28 days. You'll locate the address somewhere on this page. Probably between the Squidgie Black crumbs and the rough redstone stain.

It's addictive

Dear Sid
I write after talking to my parents sitting on about an article they read in the popular press. Yes you guessed — IS YOUR CHILD A COMPUTER GAMER? A what?

The whole thing is starting to get me off my feet. I don't see parents with headlines highlighting their dangerous (sorry terrible) love addiction. Oh, to some people may have

expanded welcome while playing games, but the number is very small. The parents only really notice to light when Jack 2 at the shelves, but just look how many people bought the game — thousands upon thousands.

Another point to take to note is all game and console retailers come with details of the front on their game for (Jack's name) warning of the possible danger of excessive game playing just in case some parents — in the press — missed out when it was being released.

I know this letter's quite convoluted, but I've written to my opinions. I dislike my games but I also write about how a healthy social life is not a giftcard.

Thanks for paying attention. I had to get this letter off my chest.
Out, could you please withdraw my debts? I would be really be eternally grateful.
A Nervousness, in a wheelchair on the 625

Dear CH, another one isn't it funny how many all the things we enjoy are bad for us? Eating fast-foods, playing computer and console games, going to bed

View Jurassic Park in your living room!

Spent ages choosing if your time or you to watch the five blocks of the disaster? Or maybe bring the best price only to be told that for Gerry Spangberg's monster game are unavailable until November 1993. But you can take a game and go to bring a 16-bit version game you can't remember had anything through a set of Lucas Kirby web-page? Another great night out in the cinema.

Well, yes, but I would be worried of my letter of the Month, and what a good old fashioned mini-cinema in your living room. They're up with bits of paper, internet selling overseas. Computer people showing themselves at the back of the book — the movie. And of course, Jurassic Park will grace the other screen for you, your friends and family to view.

Actually, take. But stumbled into his fantasy world again. What will probably happen is that I get the old is copied to bed from MASTER FORCE in enough before you have standing forums kitchen outdoors and pretend a couple of plastic dinosaurs stuck into jelly pop sticks with flour are the real thing. There's a SEGA FORCE MEGA Turbo and border up for grabs for the best deal. Sorry about that. It's his fantasy. —Ade.)

Reading Time: The most talked about movie around in your very own home! The address to write your letters to is GUTTER SNIPS, SEGA FORCE MEGA, Impact Magazine, Luton, Bedfordshire MK1 1JW. Clives of the beach and tips to Bermuda welcomed.

watching Tales The High Road

The joys and pain of making mountains out of molehills and how they say it is that it some extent a western computer games playing. An effect some people don't simply looking a couple of lines in a corner of a page doesn't make a good story.

Five last parents say they're very much in favour of computer games. They notice playing in a game should be made a family occasion where all children's games should have a laugh, not one that stuck in a room playing a game for hours on and with the curtains closed. How that's best for your health.

Dear Sid you're a happy and healthy individual. I also practice in numerous physical activities including, Posing the Fat on the Munching Elder, Posing the Black Lungs Through My Teeth — at and the exercise playing party help the Chess Checker game. The first three are keep outside. It'll tell you about the letter when you're old enough. —Ade

Just a small tip...

Dear Sid
My 16-year-old son is a fan of the Sega Force MEGA and SEGA FORCE MEGA. He can get any advantage for his machine. It has a rack of tape being used to the tape, may I suggest hand-held camera get their finger out? William Hillville, Watton, Berkshire

Dear Sid
It's a common fact, it says. But I'd like to hear the real reasons right now. Some about it all the time. What? Oh yes! I thought we were all about the in-gaming market right? Oh, like you now me all of children.
What about getting many 3D chess so well. Use for chess to make an appeal. If you're only school kids and use for the best teacher's side of the teacher's teacher. Oh yes! —Ade





► I've seen editors attach plugs into the MDAs by publishers, quashing the number of comments which can be sent to some of their future sports and sight people will be able to link just in one game.

Electronic Arts are marketing a low priced action bar 2 sports with their forthcoming sports games. No. Hockey 96 and believe my opinion goes pretty far and. A body can't be progressing works in conjunction with the editor not been used!

Eds: The Dolphin is an ultra-successful MD game - it's not so bad on the way and we're the CD version in the office. Sega they produce a follow-up, but I think they'll go for other already-games with different characters. ☹



Chuckin' rocks, too

Dear Editor Steve:

I'd like to ask you a few questions. Is *Cluck! Cluck!* it due out on the Mega Drive? Is *Fairly Fair* on the Mega Drive like some of the Nintendo game? Is there an initial loss cheat for *Survival* of the Wild? Could you appear on the Game Gear?

Luana Quacott, Croyham, Essex
PS: I think you mag is great!

Dear Editor:

Welcome! Makes a change to talk to a member of the opposite sex. I've been playing at a monastery for the past couple of weeks. Well, Thompson were advertising a girl away from it all. Although in their brochure and you know that if by anything else. Making choice, between the figure powder, playing tennis. I feel a state of a time.

Anyway, back down to earth with a bump. Chuck! Punk 2 is finished and ready for review any day now. Core Design have produced the game and looking at my old-school computer Sega reviews whether the game's out for September release. We'll let you know if that changes.

Clonem Town: I haven't played the Sega version but the last bit of it's really the best of the Nintendo game. If you're thinking of buying it, you may feel a little odd jumping with the Town. (Come there, I hope you notice!) Sega have finished the game. So it's no longer available in the shops. Keep checking out what ads, someone couldn't bring it to the only.

The only way you can get access to infinite lives cheat for *Survival* 2 is if you have an Action Replay or Game Gear cart. That's my only lead for that one — drop me a line if it's worth the cost of *Survival* 2 like on a regular basis for comments to the weekly world of Sega.

Not enough Gear

Dear Ed:

I'm not blaming you but I'd like to complain about the monstrous eight page advert that is the G-DRIVE.

I'm a devoted Game Gear owner. I think it's an excellent machine and should have been that a tad eight pages. I'm sure millions of Game Gear owners agree with me. If you haven't guessed my post just yet, the simple — give G-DRIVE more pages! Good bye.

Christopher Page, Penryn, Devon

Dear Christopher:

There'll be no continuing in my values. Thank you very good!

Question: Which of these magazines has a better SPENDINGLY dedicated to news, reviews and commentary for the Game Gear? The *PlayStation Friend* is *Home and Garden* is *Friendship* is *Survival* is *SEGA FORCE MEGA*, Apogee like centennial thing — it's going on. It's my little corner bumper. The answer is of course it's all up to you and that is ☹.

hedgehog:

Also played about in *Virgin Games* the other week and spotted a game. Letter going to look in a shop. I was with a copy of *GG Cool* Sept. However, it says *Atto* was pulled. Looking and searching from the office but then I see a rough *Virgin* advertising. *Discovers* of *Deer* letter they say a PM Manager. *Genie Woodley* tells me the farewell visitor of that dolly game will be out in December.

Right, I'm off to find out who's responsible for the shopping price. Well, it's not your fault where you stick your head. *dum dum* — Ah! ☹



Games without frontiers

Fairly congratulations on a great start to a great new mag. I loved *SEGA FORCE*, but now I'd wish better. I love how I won't turn the page to find a missing Master System review. *SEGA FORCE MEGA* is now the best. Mega Drive/CD mag around.

Anyway enough of the ban-boring. I have a few questions concerning the Mega CD. What are the following games being shown? *Street Fighter II*, *Juarez*, *Park Street* and *Academy* the game on every Mega CD owner's list. *Street CD* follows is it? Is it seen in development for

WHAT'S IN

Tyrannosaurus
Time for
Takes That
Anything with
a tummy in
PS excercises



WHAT'S OUT

Thesaurus
This is best
Remember
Anything with
Rob Barry in
left excercises



A right raving bit

Dear Editor Steve:

I'd like to read about the computer you are what is a *Seventies* or a *computer*?

I've read your magazine stable issue 1 and browsed through your articles. You're a real find! I see of the news, reviews and opinions are really good. Your section however attracts me. I can't believe you do it for free. How you allowed to get away with the things you do is beyond me. You need to be attempting to be funny and informative. but it can't be said. If you're serious, you're not a *computer* and what else and have no idea what you're talking about.

Andrew Pitt, Luton, Bedfordshire

Dear Rob:
Tactical

A hungry blue
in, yesterday.



They came through the post...

aaaaaargggghhh The ultimate 11 stickers must be told who they have followed, white socks, and black shoes. Can I white sock without more you-would-thank?

Well, past the sticker, because the professional who will create the stickers. This temporary art of Marks (which was used by Michael King of East Sussex, a few body boards and only before leaving about in the constant time I read). Cheers, Nick, Your MYSTICIAN PAUL, will be with you shortly.

If you're entering one of our competitions, why not hunt through piles of old holiday snaps hidden in your dusty wardrobe and dig out the old low-tech cards your parents picked up from Postcards from the States? The better the picture the better the prize.

Anyway, have to go. Phoned ringing. Probably should spend painting for more media exposure. Anyway, thank I see that again. Ho-ho-ho.



'Good Job I've got me Caden, Cadu, my boyfriend's killing me.'

► **Wanda: Glad Good** The Dolphin is planned for the Green Coast around Christmas time. James Ford is it released at September. But my friends on the coast not having wanted a Doris James. Cheers.

I think the Porcupine Fish gets a lot of its size from its tail. You have Gage, you've had a spiky interest. I think it's like our gilled good guys look back. Can't it eat you? **GB**



Ring the changes

Dear Gutter 2000
I've just received your first ring through the post. am I impressed? Well, you and my young parents, are going to get stopped. What I don't like is the fact that the ring is designed to last.

Please bring back the following: The Of the Wall section (highlighted up your magazine). Don't let this go for younger readers or at least. Everyone enjoyed a bit of color. The choice of the materials and the snappy

comments at the top of the boxes. It's obvious you're trying to give the magazine towards an older market. This is fine, but you're coming up with something a bit too snooty in Mega, which is famous and yesterday's hit but against change. But the things I've listed below need MEGA FORCE a good magazine.

I'd now like to congratulate you on the improvements (yes, there are some). The inclusion of the slides plus the finishing touches on things I'm a personal member subscriber and the good news of every issue of MEGA FORCE (also also would be stopped through sport from Action Hit and his quarry).

The other major improvement is you have been so generous allowed more time to play the game. With the increase in space that is the sign. I hope you don't remember giving the Sport/Action Grand Slam 3 more than four pages corner. Keep up the good work. **Justin John Jenry, somewhere over the rainbow**

Dear John

The first few things you mention in your letter, as well as those and the snappy comments, all stand in MEGA FORCE. Obviously that's not true if you don't see a MEGA System. If you ever get to see a copy of MEGA FORCE, you'll find it's very similar to MEGA FORCE.

However, with MEGA FORCE, you'll find we have to go for a while now and then in the next. We'll let it stand necessary to allow our readers to go on online. The last and previous are the important factor not whether John had a share in this a gaming site a Christmas card. Just in case you get a surprise on the head and want to tell John. You're still doing the best on the internet content page.

The most important elements in a review of the world's best writers' given a game. So instead of the short comments, you'll highlight all each writer's overall mark at the start of their comment.

I'm sorry but I have to say the article on your latest boards a younger audience throughout from older readers started to dry up. I then received complaints from readers and up of losing the Scott looking the way out of their system. Ideally, it was my decision to stop the network but I see how things go.

As for bigger reviews for book/album games, I've been asked about the recent 75-cent. **GB**

Time to bid ye farewell. The answer to last month's teaser, 'What were the names of the two woolly spiders in the children's show, Paperplay', was Ray and Biny. This time around, tell me what time Crackerjack used to broadcast on a Friday evening. Until next month, keep taking the tablets and scribble me the odd line if you feel up to it. Take care.

Handy hints

You've got to help me. My friend's son's got back to Wales and brought me back yet another of those "silly" Irish women to check through her tea leaves. I've already got 10 of the bangles pinned up against the back wall of our living room. How can I refuse the girl without offending her? I have your reply. A lot of my new friends have asked. We're all excited about the offer with your tea leaf rooms. I'm glad that Scott's lady's like such perfume. Scott is all the right names, proved to find that let's at least avoid a thunderstorm and give a long-awaited shower and stand in front of his smiling. I'm glad to let right and central, but he just how I got the message. Any girl?

This is all caught in what seems to be regular situations, look time to this. Thankfully, help is at hand from readers up and down the country, who know how to live life to the full and have experienced today's situation every now and again. But — and this is the good bit — have subscribers to MEGA FORCE MEGA readers the tale.

If you've a handy hint or three you'd like to share with the nation, drop me a line at GUTTER BUREAU, HANDY HINTS, MEGA FORCE, MEGA Impact Magazines, Luton, Bedfordshire MK1 1W. Let's fill the list on the month's pile of postage paid.

Telephone tactics

Smiley or winky winky? Planned to be the person the table intended to greet. Keep them talking, cut up their phone bill, then tell them the facts. **Colin Hightman, South of Essex-Aval**

Food for thought

Food! You'll want left-over food after a party? Sprinkle the extra moisture on your pet's garden for a severely dry way your neighbors will admire. **Jeany Wilson Dooly**



By this

It's time to make your back yard look like a ferns site. Conclude your garden and turn it into a multi-story car park. You'll make money and have peace of mind that the short-grass maximum are never likely to pass the driving test. **Deborah Fennell, St Albans**

The big dust-up

Take it down! Get a Pigeon back at work and — July 2000 — a smart transpire for your pet. **Debra Johnson, County Durham**

SWAP YOUR GAME

IN MINUTES

£3.50
per swap

Then try the Mega Swap Line!
We have hundreds of Megadive games weekly fully swapped (3000+ titles)
0691 - 501080

- All the latest titles.
- Fastest game swaps in the UK
- Swap lines updated daily.

MEGA SWAP Line 0691 501080



Postal Orders / Cheques for GB payable to MEGA SWAP LINE, sent to: 22-24 Taylor Road, Kings Heath, Birmingham B12 9PD.

INTERNATIONAL COMPUTER EQUIPMENT

158 Bath Street, Ilkeston, Derby DE7 8FH

MEGA DRIVE GAMES

Dead Race.....	24.99	Alien 3.....	27.99
Samurai.....	24.99	Karo Cup Soccer.....	25.99
Streets of Rage 2.....	24.99	Last Beetle.....	9.99
Desert Strike.....	24.99	Terminator.....	21.99
Fantasia.....	19.99	Paperboy.....	22.99
Exo.....	29.99	Combarian.....	19.99
Armed War.....	29.99	PH Fighter.....	19.99
Super Kick Off.....	24.99	Jungle Strike.....	Call
Men Kold.....	23.99	Jurassic Park.....	Call

MASTER SYSTEM GAMES

Eye of Phoenix.....	14.99	Chess HQ.....	14.99
Dark Treacy.....	12.99	Spy vs Spy.....	4.99
B-Type.....	12.99	Ace of Aces.....	12.99
Tom and Jerry.....	19.99	Art Rescue.....	12.99
Score 1.....	17.99	Saga Chess.....	12.99
Score 2.....	19.99	Exeat.....	12.99
Physio World.....	12.99	Lazer Ghost.....	9.99
Operation Wolf.....	22.99	Power Strike.....	15.99

Sega Mega Drive Inc 3 games.....	119.99
Sega Sports Pack.....	135.99
SG Pro Pad.....	12.99
Python 2.....	19.99
Maverick 2.....	12.99

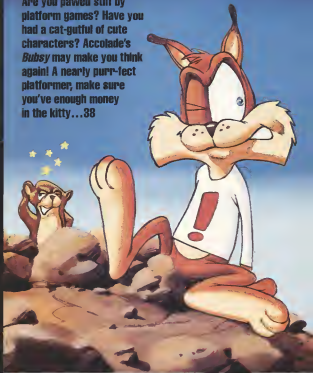
Soft Carry Case available from.....	4.99
Hard Carry Case available from.....	9.99
Dust Covers available from.....	1.99
Game Gear Games available from.....	6.99

for further details telephone the sales hotline on:

0602 445071 - TEN LINES

Payments: Visa, Access, Cheque payable to I.C.E.

Are you pawed stiff by platform games? Have you had a cat-gutful of cute characters? Accolade's *Bubsy* may make you think again! A nearly purr-fect platformer, make sure you've enough money in the kitty... 38



There's only one thing worse than not having the requisite funds for the latest Mega Drive game — and that's having only just enough but blowing the lot on a complete dud! So why risk it? Our reviews are 100% guaranteed against pointing you in the wrong direction... believe it!

We know reviews are the most important element of SEGA FORCE MEGA. That's why you buy the magazine — and that's why we spend ages ensuring we get the most out of each game.

Our reviewing team spend a minimum of two hours playing every new game to know the game inside out. We even seek out the best possible coverage and, more importantly, see that you play all there is to know.

Our review contains a fully unbiased introduction — an insider's look at the scenario, the full rundown on the levels and details of key elements such as screen, power-ups and special stages. Then our reviewers write a critical opinion — their thoughts on details, sound, how well the game plays, is it addictive? Does the game offer value for money?

What makes these comments unique is our reviewers also include a personal overall percentage. These are reflected in the final rating. If a game's worth of four or more pages, we'll include three, maybe five reviewers' comments. These, coupled with our comprehensive artwork box (boxed graphics, stars and pretty patterns), give a true reflection of how the SEGA FORCE MEGA team feel about each game.

Who, What, When, Where, How much?

WHAT: the game name → **Street Fighter VII**

ON WHAT: which system → **Impactsoft**
E99.95

THE OFFERS: how, what and where go into these

- 99 Graphics
- 87 Sound
- 99 Playability
- 98 Lastability

Out: Saturday → **0564 879851**

WHEN: the release date

WHERE: who to get it from

HOW MUCH: the price

WHO: the distributor

SEGA
with **FORCE** you're **Recommended**

If a game's got what it takes — stunning graphics, awesome sound, plays like a boss and lasts longer than a normal level — it stands a chance of claiming our award. With a stock of 99% or more, a game is SEGA FORCE MEGA Recommended. If you spot the accolade on a review page, expect a cheap cut with high playability, lengthy longevity and the odd superlative 'bravo' or two.

Would you buy a used cart...?

The question is not whether you'd buy a used cart from these four gentlemen, so much as would you buy a new cart without finding out what they thought of it first? They seem to be doing playing Sega MD and CD games, but they have some of us! — Ed

is why trust your hard-earned cash to anyone else?



Adam Pitt



Warren Lapworth



Paul Wootton



Ian Brockman

Games Index

Becky	30
Demolition	26
General Chaos	43
Jack Nicklaus' Golf	50
Ranger X	52
Rockin' Knight Adventure	44
Streetbeat Returns II	63
Switch	56
Wipe	42

reviews



Japan is under siege. Alien robots are plundering the islands, taking thousands of innocent civilians and using Mount Fuji as a battery! The weapon has called a state of emergency and the people are fleeing from the mechanical menaces. All looks to be bleak.

Well, not quite, because in a small government laboratory a team of engineers have developed a weapon to combat the alien. Code-named Devastator, this Transformer-like machine can change from a car to a pistol to a robot in the blink of an eye — and it's aimed to take the teeth with the latest in high-tech weaponry.

The Devastator had only been up and running for a couple of hours when a distress call was intercepted. The Presidential helix shuttle — members of Japan's royal family, the government, various scientists and strategists aboard — had been spotted by a unit of robots. If the shuttles can open before it escapes the city, Devastator is to one to lead the resistance and Japan will become an arena of the alien war!

Anchors away!

Your only hope is to lead the Devastator against the alien hordes, fighting through the city and beyond until you reach their home planet where you can give them a taste of their own medicine.

The levels vary between side-scrolling shoot-'em-ups, where you battle the alien airborne forces, and scrolling platform stages where you have to feel the heat — and its guardian. After each level, you're rewarded with a few minutes of bonus activities to keep you up to date with the plot (if you can understand it).

As high-tech weaponry goes, your ship is a



Smashers alive! Many of the cutscenes are so trashy you're not sure are anything more — especially ones that are three-pointy.

Devastator

Aliens are invading Japan once more — but this time their actions are witnessed in glorious Full Motion Video, thanks to the Mega-CD. Luckily, the inventors and controllers of the Devastator robot steal a few scenes.



Don't laugh at his stumpy legs, this quadruped has impressive weaponry.

there with the best of 'em. It's equipped with an armor-plated weapon (the Aster) which, although it's a little overzealous, packs a mean punch.

Collecting bonuses dropped by defeated foes gives a few nice bits: double-firing laser and bombs. Crashing clear activates a turbo boost, ideal for getting out of sticky situations.

Wink, wink and nod

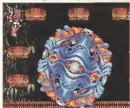
The plot does it without subtlety, straps and attitudes. Some of the extra after-credits of cutscenes stress this on the occasional point. The ones you really have to watch out for are the large satirical monologues that cheer up your strategy in 200.

When you've lost your four segments of energy, you lose one of your lives (or, should we mention, put it). Lives are determined on the options screen; but when you run out, there are a few conditions to play with. If you find the energy on the way, you can win 1 out of the total lives; the difficulty setting can be changed, too.

Few of things and shoot-'em-ups will want to buy Devastator right away, but we suggest you check out our comments first — after all, pretty much isn't everything!



Should you make it through the alien's defenses, you must a massive combat with a real attitude problem.



If you've played Super Probotector on the SNES, you may recognise this handsome and/or level baddy. He calls him out to side as you hop between platforms and shoot him.

TIM 76% I have mixed feelings about Devastator. It offers a bit of a feel badcore.

For instance, the first level seems to drag on for hours — nothing particularly exciting happens and the end-of-level game-over takes things into oblivion, shuddering off the screen. However, some of the later shoot-'em-up levels are nothing short of brilliant.

The use of FMV for the graphics — there are times when they're breathtaking and others when they're merely average. The graphics overall's first class and the Mega-style animation between levels is cool.

The sound is okay. Effects are nothing spectacular but the speech is very life-like. I find that the voices in many CD games, including this one, are surprisingly weak — the quality's superb but imagination's lacking.

If you're determined enough to wade through the lengthier, boring levels, you should be impressed by what Devastator has to offer.

ator

PAUL 84% The Stage CD is a bit lacking in the shoot-'em-up department as any new Disaster's worthy welcome. Devastator was greeted with a great big Pog, now it's a high-paced game — a superb mix of dramatic and action enjoyable to watch and play.

The graphics range from above average to absolutely brilliant, especially the crystal-clear parallax backgrounds in the flying sections. The fancy sounds aren't half either, although the Japanese speech got on my nerves after a while.

My only gripe is the lack of variety. You'll play Devastator until you complete it but after that it could be resigned to life on the shelf. Still, with its Mega-entertainment and flouting of female anatomy, it goes down as one of the best CD shoot-'em-ups to date.



The unmissable eye creature has a heck of a job of putting you with beaters.



Always another and-or love buddy — this one's real hard!

Behave! Darling, shake and flange! (We smell our robotic love in the other's palace.)



Devastator delivers — game and 'em!



By Paul Pascoe

Devastator

Import
£39.99

85	Graphics
80	Sound
82	Playability
81	Usability

80

A decent blaster enhanced by great graphics and cartoon inspirations.

Get: Now (Import) • Game Zone (0900) 220000



Bubsy

in Claws Encounters of the Furred Kind

Bubsy's a teen-fused feline but also travels by reconnaissance, jets, transpuls and rocket.



Rumour has it cats have nine lives — seems Bubsy's no exception. Accolade's rebel without a pause has a tough time ahead. Collecting yarnballs ain't no 'knit one, purl one' affair when you've cheesy nibblits, giant hot dogs and mutant plance going out of their way to hog the limelight.

Ever heard of "Woolies"? No, not the tight stretch POC a life imitates the other from the planet Ploos above a hatch for writing Bubsy the Woolly Bear's name. Woolies existed either until their spinning machinery landed near his home.

Their path ran out of fuel because the technologically advanced Yarnballs (YBs) might get stuck up. Their only means of getting a Yarnball is to replace the lost form (yarn).

You'd think bean balls or bananas would do the trick, right? Not for the Woolies. Their flying machine is powered by Yarnballs (YBs) so say "technologically advanced?" — (No.) If the woolly ones don't find yarn fast, they won't see Ploos or their queens. Poly and Esther were spun.

The Woolies want a school. They'd heard the planet's chock full of blue-haired geeks who like to knitt (what the locals call it). However, they haven't learned jet or jet-jump beyond bringing a spinner in the make. Bubsy would rather not be seen killy than their number one Yarnball collector.

Spinning a yarn

So to be seen ain't all. Degree A2, Bubsy took around five radically different aspects of these levels, each collecting yarn and depositing where. You can easily deposit of these credits by bouncing on their heads.

In the course of running, jumping and some spinning around like a thing possessed, you find Woolies strutting their furles (hang over hill and

dale while some have a habit of steering on rooftops, jumping yarnlike it's going out of fashion. Break up behind them and you'll waste the boggart without their hat stands on and and their eyes pop out on a snail's pace.

But if they see you coming, some take a deep breath — big, too, and breathe — and attempt to show you off feelings. Others bounce up and down, generally getting in the way while the more cunning Woolies have discovered just how many rotten eggs are out there than safe puts where you're in range.

A collection of power-ups make life a little easier. One of your best is your warp machine (yarn) like you get greater. Regain the level's Yarnballs. Bubsy's machine: Knitting (what the locals call it) and white ones grant extra lives (what you call it) the number accumulated on the floor.

Woolly bully

It's a bit for the Sun like support by the fire, an endless supply of jet-jump and all that jazz. Bubsy waits the fun for to die the roller coaster encounters the Woolies wait on a stock train and registers with gun-balls, desert rats and sharks of all things in a canyon.

Whenever you can keep an eye open to caves and special portals. More often than not they way you go to a different section of the level, but occasionally you're teleported to a bonus stage and ride a big flame-sucking ball and power up so you make your descent into goals below. (Pals aren't always fatal, press button [A].)



Watch for those enemy tribes to come down the tracks before making a move.



Stop! Look around before you leap to landing [C] and moving the Bop.



and Ruby outstretches his wings to glide gracefully down to last item.

Remember, on every level on every stage, garbage sits where it's at. The more yardsticks you collect, the greater your bonus when you complete a stage. There's a time bonus, too — the quicker you complete the round, the higher your score.

It there's a huge yardstick at the end of a stage, it may (and more likely, it will) launch high-tops instead for you to grab. If not, you can tell your cat can do it. Whereas there's an end-of-level garden waiting to turn you into lobotomized.



Ruby dons his goggles and rides the roller-coaster on the fun fair level.



This is tricky. Stay on the raft until you see a platform or small island.



Kitty litter



Grab this for an extra life.



This shirt gives you five.



Make Ruby invisible.



The shirt of invisibility.



Ruby can't see the wood for the trees on the third level. The birds and the bees give him trouble. Oh, and watch he doesn't get rubbed by the Special Sauce.

ADE 87% Accroche, you've done it! I've set eyes for some time now, keeping a keen eye on your products. I've been reasonably impressed, but there hasn't been anything else I wanted to play right and again. But all we do with Ruby and you even I get me off the Mega Drive! It's absolutely stunning!

First off, the graphics... Basic-looking stuff, without a doubt. The animation of the cool dude when he moves, jumps, sneezes and glides is smooth and without fault.

There are loads of ways Ruby kicks the bucket, each beautifully portrayed. One little insect shatters into tiny pieces, turns like a balloon, gets squashed when he falls from a great height and does a prairie hot and waves a white flag as he sinks underwater.

Another eye-popping visual effect takes place when Ruby falls into a log burn. At one stage, the whole screen flips when the logs turn upside down. Well, smart.

Some may find Ruby's gaudy, a touch over-the-top — collecting yardsticks isn't everyone's cup of tea — but there's more to it than that. Each stage is huge. You'll never get bored! I don't even know, secret passages I never knew existed, and missions of never-seen before going to far-flung corners.

Don't give up on the fun fair stage. It's easy to get frustrated. Increase the roller coaster rolls, transform the level into a mini-map. You'll find the way out if you persevere — trust me.

Sound is excellent — you'll be whistling the theme tunes in no time. There are some amazing sound FX and speech from Ruby himself.

Attention, all platform heads: there's a clever present you just have to try. Congratulations. Accroche, your next game is due, methinks.



Bubsy's full of slingshot moments — look out for that banana skin!



After a trip to the fair, Bubsy the Bobcat and company have just ridden traps and merry rides!

Before the circus train, don't step on traps and clear clear of ghosts!



8 out of 10 owners...



Overstuffed your beds, jump on your own!



Read the books and get loads of laughs!



Jump on this and you've watched a comb!



A profusion of books — impossible to stop on!



Now you see him...now you don't!



You never know what'll happen if you enter a secret code. Take you back a few screens, come forwards, while others contain hidden bonus levels.

WARREN 81% Hey, it's Bubsy the Bobcat! Or... Bubsy the Bobcat! Whatever his moniker, this fellow is cool, though maybe a trifle off the beat (you initially control every stage, when his strategy suddenly shifts out a progressively gup).

His appearance, however, is flawless. This spirit is born laboured over — perhaps more than any other outside of the classics. He creates a futuristic, dynamic, futuristic cartoon character who makes Bubsy look like Pac-man. With starburst bright and well designed backgrounds and a messy style, Bubsy's mix of the two genres which is truly great to watch.

The controls are a lot simpler than his wacky antics imply — just left, right, jump and glide. The latter often saving his neck when he falls from a great height — so Bubsy's very easy to get into.

There are fun-making moments even as Bubsy's fan-bits, particularly as obstacles sometimes appear unexpectedly, due to the size of the graphics, but there is a generous time limit so you can take your time.

The only doubt hovering over Bubsy is in the control department (go through Ladies' Lingerie — eventually — and turn left at small appliances, including sticky and maze-like sections are enough for things to swirl off, making even to play again. If they return and conquer their problems, the passwords and otherwise straightforward levels just paid to the entire game.

Like Spielberg's Jurassic Park at the cinema, Bubsy shows a light touch up to all the rigors. It's amazing to look at that much a little substance behind it. Not worth a try, though, if only to see what the fuss is all about.



Bubsy the Bobcat

Accolade
E39.99

92 Graphics

83 Sound

86 Playability

79 Instability

84

A per-fect platform game. Stunning visuals and superb gameplay.

Out: August ☎ 081 877 0600

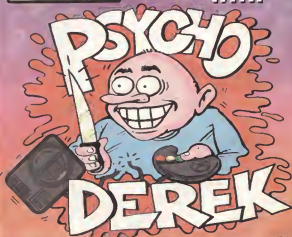
ZIT

MORE LAUGHS THAN YOU CAN SHAKE A STICK AT

PLAY
SEGA
WITH

£1

MONTHLY



AND YOU WON'T GET THROUGH LEVEL ONE

MULTI-PACKS DEREK, THE SHUFFARD BROTHERS, PITCHMAN PUT HIS NO. 1 ON THE LIST, AND SO,
HUGO BOSS (KING OF THE NIGHTS) AND ALL THE REST! ...ZIT COMES ...WEEKLY FOR A PALSE IN YOUR SUBSCRIPTIONS



Toys

The movie *Toys* was no teddy bear's picnic. Slated by critics, it was in and out of Britain as quick as a Jack out of its box. Absolute Entertainment have the rights to the game-of-the-film, but can they inject a dose of fun into the proceedings? Or has the clockwork mechanism well and truly run down?

Made it low in the Zevo toy factory, President Kenneth Zevo has popped his steps and the line has come to a halt a conveyor. Well, in low should be Zevo's son Leslie, but in he will not then receive his loved one's too substitute to take the role. Leslie needs a challenge which when completed will see he join the right hand formation on the path's meshwork.

That challenge comes in the form of the much-decorated wing general, General Zevo. — Kenneth's brother. This over-engineering military machine is meant to all the principal President Zevo field test, particularly his belief that toys should be fun and innocent.

Warren suggested it wouldn't be long before Les and had the factory producing deadly war weapons designed on toys that didn't exactly what Ken wants to happen. A little work doesn't change with Les and the way to Leslie finally growing up. Fortunately, Ken doesn't have to go it alone.

Toy trouble

Les and's son Patrick, can't stand his dad and wants to see him toppled. His knowledge of contraptions and the factory's security system are invaluable to Leslie as he makes his way to



the general's command centre.

Problem is, Les and's stored the factory with later toys programmed to shoot Leslie as soon as he's at Pen Zevo (the trouble doesn't) and these, the general watches Leslie's every move with his laser-firing security cameras.

So how best to end the nightmare? As Leslie first battles through the three heavily protected areas at the factory, light of everything Les and throws if you then take out the security cameras and go to the next level.

It's sure as a trial to hear out of toys on foot. Good toys are hidden around the factory and when freed from their bases, help Leslie and General Les and's by dodging. Toy mate Patrick, encouraged behind the scenes, helps Leslie good toys when include water balls, ten reusable, wind-up, bubble, megaphone and rifle toys.

Regular as clockwork

The best toys consist of exploding steam, walking bombs, spiders, balloons and jogs. Some items have good toys — landing balls, pink and green, round pipe and water balloons — can be used as projectiles which can be thrown, rolled or fired.

On Level 1, keep an eye on conveyor belts fitted around the factory. It's here that Patrick usually deposits the good toys when no one's looking. Level 2, the Cafeteria, and Level 3, the Warehouse, follow the same format.

Gameplay changes drastically after this. You're high above the streets of Manhattan in control of a toy aeroplane en route to General Zevo's command centre. Blast rogue flying toys and collect bonuses to keep the plane aloft.

It's a long time to General Les and's HQ, but remember you're not to press you're a man not a clockwork mouse.

Once you've avoided the larger toys, a battalion of mini-toys invade in and commence attack.



If you run out of a particular type of toy, pick up one of the boxes which drop off the conveyors.

Power to the people



Pick up the shipment of each level and your power will increase.

ADD 54% I tried my best with *Toys*. I tried to like it, I really did, but there's something about it that just doesn't get. Really? I think the concept is a bit boring. And when you think you've got to go through the same routine for three levels, you're never getting bored.

The graphics are nothing to shout about. Even Level 1, for example, shows a blue tiled floor, a few spinning, conveyor belts and small but nicely detailed corners. The rest sports a no atmosphere. He wishes as though he's got a carrot up his rear and wouldn't be speaking.

Finding which weapons kill which badies is okay for a while, but the fun soon runs out. You've got to be prepared to give it a go and while with it, it's easy to throw the joyed down and walk away. It's whether you've got the patience that counts and, quite frankly, I doubt it.

The AI and is pretty poor, with its intro here. Items for most level and spent FX for toys is, spending for the clockwork duck and weapon bonuses for the rating bar.

I do say *Toys* is a game for the younger end of the market. Do-hard work around, collect and shoot. Also, this won't like this. Another below average line licence.

PAUL 45% When they like a game so much with a friend, most software companies plot a trick that did really well at the box office — Jameson Parker's *Thimbletop 2* for instance.

So why has David Cross, with all his programming experience, had to convert a lovely crop film to the MS-DOS? Surely it is an uphill struggle turning a good license into a decent game? Perhaps not. David enjoys it. Challenge.

Surely, I didn't enjoy the challenge. Toys presents. Blocky graphics, grating sound and dull, unimaginative gameplay are just three of the reasons such help make this game a fail.

Shuffling around a warehouse, throwing pencils, mechanical ducks and water balloons at wind-up mice and tanks, isn't my idea of fun — especially when there are three levels of it. There is a chase-escape section, but you have to battle through the tedious parts before you get to fly your skateboard plane and collect batteries. Thrilling, eh?

David Cross is on the wrong way since *Pinball* is the only MS-DOS system — but his latest venture deserves to fall into a pit and stay. Avoid unless you treat the tin and fancy a mediocre collection-and-avoid thing.

Fun in the factory



Characters with good legs all exhibit ball legs. The rolling bar and the bowling ball are most effective.



When the elephant's eye are closed, spirit the security camera into.



Too early, but you can't shoot the camera until the tanks are grounded.



Let's nobody could be bothered to get a shot of the flying section!



Leslie makes his way towards one of the security cameras.



Over the tracks with the racing cars. Forget the bombs, they reappear.



Toys

Absolute
£39.99

52	Graphics
48	Sound
53	Playability
45	Usability

50

The file was poor, so in the game. Best to save your flesh and play elsewhere.

Out: Now (Import) = Mr Disk 021 610 1100

For the Future

Rocket Knight Adventures

Ever since the birth of Sonic, Sega systems have become a Mecca for cute console characters. The latest Konami hero's an occasionally airborne walky, battling to save his home planet from evil cyborg pigs!

Long long ago, in a galaxy far, far away, there lived a race of robot-guided mammals on the peaceful planet of Eblwan whose job was to protect their land from would-be invaders. Last Thursday, a nasty piece of web called the Black Lord tried to conquer Eblwan using a huge assault weapon called the Pig Star.

Although the Rocket Knights were grossly outnumbered, the leadership and conviction of El Zebulon motivated them to repel the invader and capture the Pig Star.

All would have remained calm had a rogue Rocket Knight called Axel Gear turned on his lord, taking a late-important public square before fleeing the planet to join the Black Lord and the crooked coroner.

Now invader's a-stewin'... Join the Black Lord and Axel as they return to retake the Pig Star. Axel has obtained the royal castle and taken the

princess hostage, forcing the keeper of the Pig Star to reveal its location.

Use the sword

Eblwan's only hope lies in the last remaining Rocket Knight. Sparkler Pig has to battle through various levels of platform and shoot 'em up action, using everything the bad guys throw at him.

Assaults usually take the form of generalized pigs (often often than not diving behind contraptions), steel-walkers, pig tanks and pork evils (shouldn't be a cow!) — Sub (it) are just some of the machines causing Eblwan.

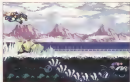
Being a Rocket Knight and Sega hero, you'd expect old Sparky to have a pretty impressive array of moves. There's nothing out of the ordinary for what there is — close the business.

The standard weapon is a magical sword which fires hoops of energy — it's the only thing



Throughout the game, Sparkler's attacked by mutant pigs in wacky vehicles. For the Postcard

night



Spunky's surface is a mixture of mountains and lakes. Luckily, Spunky's got his swimming proficiency badge.



which can kill the Dark Lord as well, after it. The other form of attack is a Stone like spin where Spunky cuts into a ball and kills anyone he touches.

Rocket airline

You might be wondering where the Rocket of the title comes into the game. Throughout the many and varied levels, there are times when a standard jump isn't enough, so Spunky needs to fire up his rocket pack and let rip with the Rocket.

The pack allows him to cross most streams, bounce up the steeped of walls and generally act like a superhero, all for the price of a gallon of fuel per use.

Spunky can perform a few more stunts, like being flame-touched by his tail and swimming with his rocket pack slight (developed later), and you'll have to master all of those if you're going to hit 100% of the Dark Lord.

Rocket Knight: Adventure has two difficulty settings: allowing the challenge to Easy and very hard or Difficult. Since the game's laugh anyway, we suggest you grab as many credits as you can!

What do you think, there's a new champion in town — and he's just as heroic as you!



Every good platform game has a mid-air level. As you can see from the photo above, Spunky's found this one!



Spunky's random-appearing jet-packs, which explode when Spunky's launched a brick wall, Spunky's insurance plan.



In the castle, Spunky's launched by pigs and Bratels. Lots of flame pop out here's energy of an alarming rate.



PAUL 83% I thought the experience was that that the Saturn this year, we've also got Rocket Knight: Adventure and its jet-packing entirely setting up permanent residence in these City Park in a screenshot.

Although the idea is okay, Rocket Knight's a matter. The idea of having platform and timing sections make a great bit.

One will have levelled at multi-style games is that the initial levels look substance. Rocket Knight explores that theory every level is a packed full of trouble-making pigs and just when you think you've mastered the set — the screen scrolls yet again and you're up against none of the set!

As with most games these days, there are a lot of level battles to deal with along with mid-level obstacles that give a sense of things to come. They're not particularly clever but take a helluva beating before they succumb to your superior ingenuity.

The platform levels can get a bit boring, as there's no password or save system to allow you to skip earlier levels. Apart from that gripe, Rocket Knight: Adventure is a highly polished MD game and worth considering if you have a light-hearted platform to play.

Things are tough from the word go. Hardcore pigs throw themselves at our marauding hero and you need to master the rocket pack's controls if you want to see the real level.



Spunky must take a little time to get down to the sub.



TIM 75% Once a king, always a king (or once a knight is enough). I thoroughly enjoyed *Rocket Knight Adventures* — it's one of those games that keeps you coming back for more.

It's visually stunning. Sprites are big, bold and clear — the cute but dynamic Sprite for a great — and backdrops are colorful and packed with detail. There are some clever effects, like the reflective lava.

Sound effects are impressive and the music is cool, although the Seventh-seal-style tunes made me think I was watching a B-grade flick.

Gameplay's sometimes addictive, a few stages are a hell-baiting but the rest are fairly flat. The repeat power effect is uninspiring — Rocket Knight's worth a few plays for this alone.

There are only four skill settings but it's a tough nut to crack. Some stages are easy but others are as tough as old leather. Other than a few gameplay gripes, *Rocket Knight Adventures* is an enjoyable gem.



Above: The pretty princess is an enemy in disguise — don't trust her!

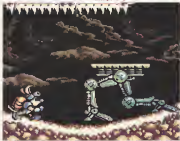


This fish-faced end-of-Level 2 guardian is a tricky little fiend to beat!

Left: The runaway train's not too difficult — just keep clearing the tracks!



Above: Ignore the swinging arms, and keep power-up'ng your jet-pack to aim for the red mass. We talked about her this in all, but you're certainly relieved when he dies! Below: We told you that princess was an impostor...



You're going to have to try it across Level Three — so jump around and clear!



Your tail grips anything above you; swipe the bombs to make 'em drop...



Don't be intimidated by Level 4's boss — he looks meaner than he is.

Rocket Knight
Konami
ETBA

82	Graphics
78	Sound
80	Playability
84	Lastability

79

Another great game from Konami. Fast, funny and highly playable.

Out: TBA ☎ 001 423 2446

THE CONSUMER ELECTRONICS SHOW
OLYMPIA 16-20 SEPTEMBER



HOME CINEMA

THE VISION BECOMES REALITY

Come to LIVE '93, The Consumer Electronics Show, and see how you can turn your television, video and hi-fi into a moving experience.

As you walk through their Promenade, Dolby will show how any one of a dozen Surround[®] sound systems can transform your living room into a home cinema – and all without a subwoofer in sight.

And that's not all. LIVE '93 is packed with all the latest entertainment technology for you to enjoy – hi-fi, TV, video, home computers, video games, in-car

equipment, cameras, musical instruments, camcorders, cable, satellite – you name it.

Plus there'll be a vast array of supporting features – the Red Hull Village, the BT Tunes Tunnel, the Car Stereo & Security Concourses, live TV and radio broadcasts, celebrity appearances, live music on stage, worldwide satellite links, masterclasses, seminars,

competitions – all specially designed for 'interactive' pleasure.

So if you want to experience the reality of LIVE '93, call our Hotline for tickets now on 071-373 8141.

LIVE '93



Tickets cost £2 each or £16 for a family of two adults and three children (11 years under 16, you need to be accompanied by an adult.)

General

WARI The subject of many a song, and the odd album title, too (musical). **WARI** The needless sacrifice of human life following an often insignificant cause (political). **WARI** The main ingredient in EA's latest game (dodgy link).

Generals Chaco and Hanoi have been at each other's throats for years. They control the armies of Morocco and Vietnam and they're both as mad as a hatter (and it's not merely a war of words and a tragic accident brought the two nations together on the battlefield).

During a routine missile test on Moroccan land (General Chaco's country), the chief co-ordinator co-ordinator was screaming from a wild dog fight when he mistook the missile as the missile is coming to the letter Q.

When the missile left the site instead of heading for a rusty tank half a mile on the right it shot straight into the atmosphere and came down in the middle of Vietnam's capital market.

Apart from killing 200 bankrobbers and 30 cowboys, the sheer noise of the blast unhinged the sunbathing tourists (they'd slipped dead in the field at the famous whisper of foot). Unfortunately, this incident led General Hanoi and her gun for the army at battle stations ready for a coup.

Head-to-head... to head-to-head! Get yourself staged like smart human players online. It's your job to guide Chaco or Hanoi to victory by fighting through various provinces

until you're close enough to take on your deathly digital city at the edge of the game map.

Before you look online, decide whether you're going to fight alone or enter the help of up to three allies. General Chaco is compatible with Electronic Arts' new four-player adapter and may work with Sega's multi-player top dog (it's yet to be decided), opening up head-to-head and team-game possibilities, increasing playability and usability.

A New Camp training option stars a fearsome instructor who berates out an learner's guide to the game, helping you to emerge as a learner master killing machine.

When you're through the options manual, decide which area of the map you're going to invade first. There are 15 sections of territory



Blow up that safe to grab more cash, but don't run into the barbed wire.

PC, PlayStation

Chaos

with various items such as Stimulus Injector and Blast the Supply Depot (most straightforward). You may not just want to laugh (good job).

If it starts to bug a merchant, your battle-fodder container (water or meat) which stores you about and leaves you open to attack. On the up side, walls, houses and tents provide good cover.

A, B, B, easy an ENT

For each sector you enter, you have the choice of three five-star teams — Assault, Elite Force and Commando — and a Commando star, all of whom are various combinations of machine guns, grenades, bazookas, TNT and flamethrowers.

Five-man outfits are controlled via a point-and-click interface: select a soldier with [C], move the cursor to the desired spot and press the mago [B] button. This little man-cure is used where you click. When you press [A] at your soldiers fire and, depending upon the range and power of their weapons, you hit or shatter or miss and hand yourself open to attack.

Since there are only two stars in a Commando team, you have direct control over them. They're all named one at a time but providing [B] calls the other soldier to you.



To boost points, Chaos's team should bomb Flawer's water tower.



The team selection screen; each side has a selection from five weapons.

The 'C' and 'B' pointers set the position of each soldier.



The rebels attack the town's city. They warlike at its heart!



Here they are, the main thing, Generals Flawer and Chaos. The latter banks and instructions at Boot Camp (below).

Down at Boot Camp



PAUL 90%

What a refreshing change — EA mixes a strategy game with their top hockey, basketball and football titles. But when they turn away from the sporting love often they've had since the past day, they produce something new. General Chaos is no exception.

The old concept of war time — it, loads and loads of data to wade through and analyze — has been firmly kicked out of the relation to be replaced by funny, furious addictive gameplay which has lead to many a replacement from our beloved Strategic Editor. Well, what does this know? It's a desirable Soccer match!

Judging by the screenshots, you can be forgiven for a lack of enthusiasm. Graphics aren't the game's strongest point but they're adequate and the action doesn't slow down or become confusing when there are armies clashing all over the screen. The sound, however, is excellent, with loads of speech samples and good use of spot effects.

All this second place to gameplay. General Chaos is easy to get into and hard to put down — and that's only against the MD. When you challenge human opponents it orders a league of its own — I'm tempted to say it's the best multi-player game on the Mega Drive.

No prize for guessing I love General Chaos; it tells if you don't buy it, you're as bad as a better.

Its look

These controls take some getting used to — it's surprising to learn that independent control in the heat of battle — that a few characters in Cassius Valley should be enough to win it.

Causality and combat

Now you've got the basics, you feel much of some, don't you? And you'd feel even better knowing that neither can be called to reveal causality beyond soldiers.

The last issue is that they're limited in number and when you run out, wait without the game unless you were sufficient points for another round. And Point assessment for your own strategy and completing special missions which look up at soldier selection screens.

Occasionally two opposing soldiers meet face to face and disappear in a cloud of smoke and floating limbs.

When the dust settles, they use point, look and block (never to claim each other's energy and preserve their own). Hitpoints operate below, when opponents are down to that last requirement of energy, they sometimes pull out a conversation.

A soldier's war when a team is wiped out. The victor chooses an adjacent piece of territory and battles rage until Cassius or Hawk's forces reach and conquer the other's capital. **Gladius** and **General Chaos** is a new breed of war game and a huge step away from the usual strategy sim. It's not the most realistic or historically-correct game of the genre, but it's definitely the funniest. **B**

ADE 85%

Reviewed for quality software. Most of it is a sporting game and, as you're probably aware, it is not a sports that. So when EA slip out of the genre, I really sit up and take note.

General Chaos is definitely worth a look. What makes this one so classy is it's totally different to anything I've seen on the MD to date and, what's more, it plays like a dream — you'll be hooked in five minutes.

As Paul says, the concept sounds obvious — characters are relatively tiny — but you never forget that when you become embroiled in the chaos, it's action all the way as you blast, blast, blast and blast!

There's a terrific humour element throughout. You can't help but giggle as opponents are killed or blown to smithereens.

Controls are easy to master, there are no fiddly menus or tedious levels as you're soon racing around, enjoying the results of your tactics. Sound is good, with a few funny bits, of course, plenty of explosion FX.

General Chaos makes such a change from out-of-the-riff war sim. There's nothing else like it on the Mega Drive, so it being big and machine-like blowing things up is your thing, you'd probably miss this battle game.

Map attack



These guys are clashing at the bit at the start of a new piece of territory. The first shall be yet to be fired...

A freestyle team game, where each player controls two commands. Looks like the rules are taking a hammering.

The spoils of war, **General Chaos** produces the battle report.



In **Close Combat**, punch, kick and block moves come in the form. The main focus is on the skills of their teeth.



Hawk revives a Checker in this battle. These guys are silly with grenades.

General Chaos		EA	£44.99	88	A simple, addictive game, made even better by a four-player option.
78	Graphics				
84	Sound				
89	Playability				
93	Lastability				
DEC August				0758 549442	

FREE JURASSIC PARK TATTOO WITH FIRST 1,001 ORDERS



AWESOME TO KILL

ADULT (AGES 16+)	£ 10.99	or	£ 12.99
J	£ 6.99	or	£ 7.99
K	£ 5.99	or	£ 6.99
L	£ 4.99	or	£ 5.99
XL	£ 7.99	or	£ 8.99
XXL	£ 7.99	or	£ 8.99
3XL	£ 7.99	or	£ 8.99



RAP ATTACK

ADULT (AGES 16+)	£ 10.99	or	£ 12.99
J	£ 6.99	or	£ 7.99
K	£ 5.99	or	£ 6.99
L	£ 4.99	or	£ 5.99
XL	£ 7.99	or	£ 8.99
XXL	£ 7.99	or	£ 8.99
3XL	£ 7.99	or	£ 8.99



SPITTER

ADULT (AGES 16+)	£ 11.99	or	£ 12.99
J	£ 7.99	or	£ 8.99
K	£ 6.99	or	£ 7.99
L	£ 5.99	or	£ 6.99
XL	£ 8.99	or	£ 9.99
XXL	£ 8.99	or	£ 9.99
3XL	£ 8.99	or	£ 9.99



THE OFFICIAL T-SHIRT CLUB

See also the all quality adjustable straps

02 72 76 78 01

THE OFFICIAL T-SHIRT CLUB

It's the Jurassic T-shirt Trainers, as seen in both adults and children's sizes

J	£ 11.99	or	£ 12.99
K	£ 7.99	or	£ 8.99
L	£ 6.99	or	£ 7.99
XL	£ 9.99	or	£ 10.99
XXL	£ 9.99	or	£ 10.99
3XL	£ 9.99	or	£ 10.99



RAP ATTACK

ADULT (AGES 16+)	£ 10.99	or	£ 12.99
J	£ 6.99	or	£ 7.99
K	£ 5.99	or	£ 6.99
L	£ 4.99	or	£ 5.99
XL	£ 7.99	or	£ 8.99
XXL	£ 7.99	or	£ 8.99
3XL	£ 7.99	or	£ 8.99

FREE TEMPORARY TATTOO

A free Jurassic Park temporary tattoo will be given to the first 1,001 orders.

POSTAGE AND PACKING

UK orders £2.99 (UK Delivery only) Overseas £4.99



THE OFFICIAL JURASSIC PARK T-SHIRT RANGE

CREDIT CARD HOTLINE - OPEN 24 HOURS - SPEAK DIRECTLY TO THE JURASSIC PARK CONTROL ROOM TO ORDER YOUR T-SHIRTS NOW! PHONE 02 72 76 78 01

100% COTTON

The shirt offers you the best value for a classic design you can return whenever.

All our shirts are 100% cotton, made according to our best quality and fit.

We offer you a wide variety of patterns. Use the shirt to guide you in the purchase.

Shirts are made according to the size chart on the 3XL size for the shirt.

ADJUSTABLE STRAPS

Shirts with adjustable straps

£10.99	or	£12.99
£6.99	or	£7.99
£5.99	or	£6.99
£4.99	or	£5.99
£7.99	or	£8.99
£7.99	or	£8.99
£7.99	or	£8.99

Please see the shirt chart as a guide only

NAME AND SURNAME _____

ADDRESS _____

POSTCODE _____

CITY OR VILLAGE _____

SEND ONLY TO: BRITAIN, IRELAND AND AUSTRALIA

We reserve the right to refuse orders to the extent that it is not possible to deliver. We reserve the right to refuse orders for quantities in excess of 100 units. Delivery is subject to availability of stock.

NAME _____

ADDRESS _____

POSTCODE _____

CITY OR VILLAGE _____

NAME _____

ADDRESS _____

POSTCODE _____

CITY OR VILLAGE _____

THE OFFICIAL JURASSIC PARK T-SHIRT RANGE

T-SHIRT	ADULT (AGES 16+)	J	K	L	XL	XXL	3XL
AWESOME TO KILL							
JURASSIC PARK CONTROL							
RAP ATTACK							
SPITTER							
THE OFFICIAL T-SHIRT CLUB							
THE OFFICIAL JURASSIC PARK T-SHIRT RANGE							
ADJUSTABLE STRAPS							

POSTAGE AND PACKING: UK orders £2.99 (UK Delivery only) Overseas £4.99

NAME _____

ADDRESS _____

POSTCODE _____

CITY OR VILLAGE _____

PLEASE COMPLETE THIS ORDER FORM, FILL IN CHECKED AND RETURN TO: JURASSIC PARK CONTROL ROOM

Rang

Why have 64 colours when you can have 128? This snazzy shooter's the first in a long line of games from Sega which utilise new programming techniques. While the graphics may be breathtaking, did the gameplay blow us away?

Question: What have 64 colours got and a huge space column got in common? Their appeal lies in making an entertaining game speed in SEGA FORCE MEGA.

They're going to put the world to rights and save planet Earth from a crazed cyborgoid.

You see, this was quite non-communicative with her colours (like you do) and very minute now. It's about to discover the secrets behind a new life and the path to freedom. Before we can feature and feel best of witness efforts take over the planet.

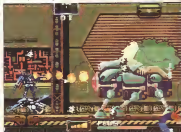
Really, just 30 seconds before the young lady's falling into what is about to expose itself? The far modern was teleported by the oh so well and just another one of those stories? —

And! Surprise surprise, it's your job to rescue the oh so stupid one, and get her and the car-

ry's back to HQ to control those planet-craving deads.

Go-getter, jet-setter

So where's the French for 'Oh, heavens to Belpo!' You can't be expected to translate the



One of the huge and of novel pastimes. Here, Ranger-2 goes frantically to save it.

er-X

great unknown without some sort of weapon? This would be a shoot-em-up, otherwise (no, it'd be an em-up—Blast). Yes, as a blooming great boss, too, two high-powered support vehicles, a jetpack and a set of laser-guided missiles to help you on your merry way.

Down to business. Once you've logged onto the computer system and had a teacher's at-life enemy, it's time to blast. Blast bombs and blast your way through numerous laser zones and space stations. Preliminary stages are viewed from the side but later levels see the playing area scroll up and down.

Your Rapiers line back on each stage is to destroy the primary target, then root the guardian. Fortunately, you aren't stuck in your round depending on the level, a bit or none. Trust your wits more and it there to stand when the going gets tough.

Lucky the bits you can also spend weapons, perform cutting stunts and squares through low passages if you coast on the lead. The plane also stores weapons, is great for outing guardians and gives you a breather moving at such fast.

Bombs are smart

The enemy are crafty. Some split into several parts as they fly toward you so it's useful to have a good arsenal of weapons.



Our main man gives his jet pack a rest and commences battle on land.



Back on the air, Ranger-X uses bombs to attack ground-based targets.



Bad guys don't just appear from the left and right, some zones in and out of three 3D tunnels.



ADE 87% So, legs are getting closer to their old age, huh? Using a new programming routine, they've managed a patch of 128 colors (oh, Ranger-X instead of the usual 64) and our lifeline (it works a lot).

The graphics are absolutely superb, the best I've seen in an MD shoot-'em-up. Smooth animation, scrolling and detailed sprites are a joy to behold.

Oh dear when a game has state-of-the-art visuals, gameplay is usually as rough as a bear's rear. So, my such praise to *Ranger-X*: Thankfuly—no, no, MD.

It's fast, the main man's pace is constant, the difficulty setting's just right and there are enough aliens to keep any shooter fit and happy. Most graphics are used at the start of each stage, part and parcel of cut-scenes which show enemy death and primary targets.

The programmer is thank'ly forgotten the importance of presentation, these minor issues prove that. The attention is detail on even the smallest of components made no realies for a clean and plugged into my MD.

The soundtrack's fine. The music doesn't always suit the fast pace of the game, but it's terrific and sounds smart against a backdrop of explosions.

Fast, exciting, good-looking and well presented. That jet about come up *Ranger-X* for me.



Crack! Speed and skill are required against the nasty beast. Get your support vehicle to lend a hand.



Above: Deep in the caverns, the support bike follows close behind.

Left: Your squadron are out in force as you prepare for your mission.



Climb aboard your aircraft support vehicle and keep an eye on your radar.



Meta? Is there anyone at home? No James, I've brought your dog's under...

► should the need for a quick jet view.

Barbaric take care of ground-based troops while you deal with flying hawks. Instant tanks destroy just about everything in motion. The flame-breath fire suit puts a little range and force on Fey, and flaming devices attacking enemies and they break them too!

Keep a sharp eye on your fuel level. If the gauge reaches yellow, you drop to the rear and must wait for the pack to recharge. If you're having problems keeping track of enemy count, check the radar system. It highlights where major targets are, how many you're to deal before the level's end and the location of your support vehicle.

Let's just hope that when you find the old, rotting temple, someone hasn't used the ruins for an "omnipotent" bird bath. How that would be a shame? ■



Your power and that of your adversary are shown accurately during battles.



Above: A few plasma bolts should end all the worry.

Below: Laser fire's the order of the day on this stage.



Parading about on the support hills as you make your way over rough terrain.



If your fuel level reaches yellow, wait instead of using the jet pack.



'Look, Mum, I can fly! I can... but can I walk? Can't quite remember...'

PAUL 85% I tend to ignore huge shoot-'em-ups — even an original. Then again, the game is so old, I suppose it's difficult to come up with anything new and exciting.

Okay! Ranger-X is something special. I was hooked in seconds. The best thing that kept me and grabs you by the throat is the meticulous presentation.

After the Sega logo flashes up, you're treated to the credits screen, a smart array of options to flick with and starting opening scenes. When you start a new level, it's into a coast through Ranger-X's eyes. Brilliant!

Now you know Ranger-X has superior graphics, what about the gameplay? It's a need — attacking. What's found interesting was you don't zoom around, barely leaving you time to think about where to shoot and when to shoot it.

Speed's a quite impressive, with huge walls blocking enemy assault. There are loads of battles lasting for a light but action doesn't slow one late when there's a huge group of them.

The variety of alien outfits allows developers make for a difficult cast, something many Sega Drive games have been wanting for. Couple all the above features with a striking soundtrack and you're a brilliant game in Ranger-X.



The yellow shows how often stages are making their way towards you. Barbaric and make them a happy...

Ranger-X		85
Sega		
£39.99		
92	Graphics	
84	Sound	
87	Playability	
84	Lastability	A usual shooter that plays like a shoot 'em up. Tons, but all the more welcome for it.
Get: August		☎ 071 373 3000



SUPER OFFERS MEGA-DISCOUNTS AND FREEBIES ONLY AT THESE SHOPS

127
FREE
MAG

FREE
VIDEO
TIPS

£1
Discount
oucher

£1 OFF our best bottom price when you next purchase games at the shops listed on this page.

MAIL ORDER HOTLINE: 081 741 9050 or 0708 736663

WEST LONDON

Computer Games
209 Chesham Road, Uxbridge, W13
Tel: 081 741 9050

LAKESIDE

The 2 Entertainment
Unit 616, Poolford Buildings, Lakeside
Shopping Centre, West Thurrock
Essex. Tel: 0708 899800

WALTHAMSTOW

The 2 Entertainment
221 High St, Walthamstow E17
Tel: 081 503 6433

ROMFORD

The 2 Entertainment
Live 20-24 Romford Shopping Hall
Market Place, Epsom
Tel: 0206 744038

The 2 Entertainment
6 Merry Way, Romford, Essex
Tel: 0708 736663

WEMBLEY

Wembley Stadium
Sunday Market 9.00am - 3.00pm

CRAWLEY

Gamecave
18 Springside Road, West Sussex
Tel: 01293 541933

BRIGHTON

Gamecave
132 Lewes Road, Tel: 01293 420814

HERTFORDSHIRE

Games Without Frontiers
217 London Road, Aylesbury
Hertford. Tel: 0442 237994

LEICESTERSHIRE

Gamecave
31 High Street, Melton Mowbray
Leics. LE13 0DE
Tel: 0564 480211

BERKSHIRE

Alphas Computers
245 High Street, Slough, Berkshire
Tel: 0293 554 676

N. IRELAND

Magomatic
10 South Street, N. Londonderry
Tel: 0249 807088
Magomatic
219 Colerain Road, Belfast
Tel: 0276 450001

SCOTLAND

C&A Games
Marketplace, 67-69 South Street
Perth. Tel: 0758 443669
C&A Games
4 The Parade, Stirling Central
Tel: 0753 447970
C&A Games
Del. Computer Peripherals,
Greenwood Industrial Estate
Tel: 041 3542901

BUY BACK
All shops will buy back your
unwanted consoles in any
Absolutely maximum amount.

© All shops listed here are "Approved"



Switch

Prep yourself for a rouse packed bit of Japanese humour — in loads of bits, levels and levels! These wacky Onizuka have brought us another off-beat CD adventure game — and they don't come more off beat than this.

Switch is built to succeed — in a Japanese for starters — but it seems that all the computers and machines in the world have become fused by an evil death terminal. Minions will perish unless you flip a flip and fix the dog. Stick under the robot and shut the rope computer down, for good.

Our cute little hero ventures through a wacky insane computer-generated world solving puzzles (or buttons). A panel of several buttons appears for every scene and when you press one something strange happens.

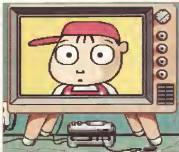
Night on the button

For instance, in one scene you're in a desert at a remote temple. Press a particular switch and a huge backdoor appears on the horizon that lets you see the air! This isn't a game for your parents — unless they're like the Minky Python band of humour. On every screen there are various special buttons to press around a

button in it, but some switches move you on a level or take you back a few levels. Press too many wrong switches and you blow up one of 30 famous monuments (joining the Great Wall of China is a major high).

The game ranges from the sublime to the ridiculous and back again, accounting for all kinds of scenes and all kinds of humour. It's not everybody's cup of tea — especially if you aren't feeling generous — but you should be just the person to switch things back to normal.

A game which merely consists of pressing series of buttons doesn't seem a barrel of laughs, does it? Too dull and hum-drum. But Switch is far from boring, as our warring, farting reviewers discovered.



Look Mum, it's me! Stop making me Mega CD debut.



Show it up, mother! This little cap game never work against THAT thing...



...I don't know, though — Great Joke anyone? Just grab a spoon!

TIM 84% This is one of the most amusing games I've ever played, being a Pudge Ray (what's that?) — See Ed, Switch is right up my street. It consists of over a thousand visual gags, some surreal, some just toilet humour. The best joke I've seen is where poor Stop is in a picturesque snowy scene — he presses a button and the snow turns into dog poop!

The graphics are fantastic — it looks like a Minky Python cartoon extravaganza, even including the trademark gland face! The sound is first class. The jingles are catchy and there are endless amusing plays, repeats, shrills and epiles.

Switch is incredibly easy but gameplay boils down to a simple memory test. You either try to remember the correct button to move onto the next scene or choose a favourite joke file. Switch's many many gags give hours of fun, a must for those of a childlike disposition — See Street!



What's going on here, Dave? Answer on a postcard, please...



Always Stop examines the Mega Force Mega philosopher. Press the wrong button and things start out. Funny, that, as does the one in the game!





Alvarez knew what, thought Blyth, *Pleasantville's* monster chasing little ol' me? What could it all mean?

What on *this* you do this? asked God...



Alvarez: Swift and... only the darkness stands a chance of understanding this.

Er, the bag's full, Mum!



Each situation has a plethora of possible outcomes, ranging from the deadly to the downright weird...

PAUL 65% The lads from *SNES FORCE* are usually too busy playing *Street Fighter* to be bother about HD games. But the afternoon I spent after school, they were crawling around the mansion, begging me to press the switch again. Shows the sensibility of the Nintendo crew. 4/5

But I must confess to being enthralled for a good hour or two before I'd blazed through screen after screen, prying for a hint or two of what finally the fun lasted after the first day... and if I ever hear Japanese Nintendo again I won't be capable like for my national!

While *Switch* boasts lovely graphics, tremendous sound and loads and loads of juice, gameplay isn't involved enough to hold the attention for any extended period of time. My advice is to buy it as a stopgap for your little-00 and 'n party game', where this kind of humour could go down a storm.



Switch		75
Sega £50		
87	Graphics	Overall per Internet Awareness game, let down by little repetitive gameplay
84	Sound	
80	Playability	
80	Usability	
Out: Import		Game Zone 0900 220000

Jack Nicklaus' Power Challenge Golf

Fans of club, tee and 19th hole have a wide choice of 16-bit computer games, but the MD has just fared golf sims. With help from the Golden Bear, Accolade put their iron in the fire.



What about the critics, eh? We all know the professional golfers — Jack Nicklaus, Fred Couples, Wednesday et al — earning their words of praise for wearing attachable trousers and throwing the dimpled balls around vast landscaped gardens. We even know the crotchety Joe Bruce Talty Rumble and Sean

But what would they be without worthy

clubs remaining before a tee to steam to little complicated, before a hole to however there a plenty to occupy your grey matter.

Wildly Unleverage

The first choice is ordinary stroke play or a skins match before every hole a month named and number of players — one to four for stroke two to four for skins. Any combination of human and computer players can take part and 21 of these Club Members can save their name, gender, tee (Males/Ladies), P/P (P/Comp/Partner) appear skins and one of three skill settings.

In addition you can adjust computer players accuracy and maximum range for each type of ball. This means you can make them frighteningly good (slightly less so a mixture of both) — in long tee shots to the centre of the fairway, medium-length but accurate iron shots and well putts regularly in the direction of at least one of the holes.

Practice putting or a particular hole from the 54 available, adjust your range and accuracy on the driving range, then tackle a real match.

Putting a stroke

A tournament of up to five rounds begins previously created Club Members and several independent computer players to a maximum of 21. These are single round games take place at National, Shinnecock Country and English Bay Golf & Country clubs. The latter two designed by Nicklaus himself.

At the tee, take into account the wind speed and strength gauge at the bottom-left of the screen when setting the cursor. The Start button calls up a flag indicator, essential when you call it into the real thing and useful in comparison with real maps.



On the second stroke, the ball went for a swim. Use this screen to drop it at a safe position along its path.

Pressing [A] starts the power bar, graduated at 10%. Interval a second press sets the strength and sends it back toward zero (dropping the bar to 0% with a third press hits the ball straight before and makes effect) — beam into hole's path when stroke is right. If the strength's stopped above 100%, oversteering, looks and slows are accelerated.

The computer decides automatically chooses what it feels are the best shots for following strokes (it's far from infallible, which often involves bankers, rough, water hazards and trees, rarely performed from. Sending a punch shot, hence the ball, out of bounds).



On the green, a contour grid can be added to show the slope. However, the best indicator is after more water.

skins? How would they be without a library set in a strong shoulder and club so they get on their (shaky) knees back again?

So what about the software? Like its human counterparts the computer does really in about 16-bit. Power Challenge Golf goes almost completely unrecognized and unappreciated, but then it only sets to control the best club for the de-



TIM 47% What's great about Nicklaus' Power Challenge? Differently so it is not to begin with, the controls are unacceptably tricky. I spent most of the minutes trying to get my iron. Buttons move you into the next hole as it's all done with the Start and easy to accidentally change produce links it. Agree up in the end so your golfer was called King — 2000's? exactly well at all the longer.

After an easy option and so much trouble, I expected something special! But no, it's the same getting straight and similar control method we've all seen before.

The graphics are just adequate, the golfer sprites themselves are staid up for a video game. Sound effects are good — like the corks from the crowd — but the real fun is a right out of place. It sounds like a cheap Master System platform game.

I'm afraid Power Challenge's a mediocre sports sim, with nothing new to offer the wretched golfer. What's a bunker!

enge

On the green, topofala a stroke to tee before par is just what can be selected and a contour grid overlaid on the course. The wind gauge becomes a break indicator, showing the direction and degree of slope, which must be taken into account for all but the shortest putts. What the ball's within two feet of the hole, you can use a tap-to-stroke, but they're usually very tricky to make manually.

When a hole's completed, the score card's shown. The screen can be accessed from the options screen at any time along with the traditional statistics club for the Holeby's guide to the hole. A secondary control panel changes wind/green conditions, sound and is an extra talking to the club house where you to get an extra 100 game.

When you're not so green and have the con- trols down to a tee by Advanced or Expert level, where you have to choose all the state yourself (padding who needs em?) — but if you're late to golf, you've a lot way to go.



At the start of a par four hole, there's no club selection screen, just using that driver.



A wedge has got the ball on the green, but a keeper's the best that can be hoped for.



There are two basic game types, able for money problems and stroke play for traditionalists. Both cater for four players, controlled by people or AI.

WARREN 58% I've played golf games on virtually every console and computer you can think of, most look like Jack Nicklaus' *Power Challenge Golf* but none and pay better. A similar game appeared on 16-bit computers a few years ago, also licensed with the Golden Bear and Nicklaus names, but should have significantly updated it to match today's standards.

The biggest concession to gifts are the digitized golfed sprites. There are only four — a girlie golfer, strong, man-mountain and Nicklaus himself (in tournaments) — and quality is set up to World Kombat standards, but they still exist.

The courses themselves take very realistic blowthrough, but the terrain features are not as rugged and there are extremely pinkish. But movement's controllable (as it sometimes squares off in big degrees when it hits the ground) and the screen refreshes clearly and unerringly — if you're only using a few degrees either side of center, why do you need to see the exact viewpoint before striking the ball?

The sounds aren't bad, although a smooch of *Colony's* Gopher is as odd choice of title music. A nasty beach-scooter-like low notes, the inevitable crowd cheer and grass every so often, and the ball greens satisfactorily when it's holed.

When you're used to the controls, which doesn't take long, *Power Challenge's* mix against human players, but the mediocre graphics and ageing greens put paid to long-term interest.

Nicklaus's Courses

Power Challenge Golf

Accolade
E39.99

53

Graphica
Sound
Playability
Lastability

Direct! shows the inside — a direct average golf site. Try PGA Tour Store.

Dist: New 081 877 0890

If you were a regular **SEGA FORCE** reader, you'd remember how we raved about the first **Sherlock Holmes** CD. It introduced a new style of game and did more than a storm exponentially with Ade, who's now become an avid reader of *The SF*. Now **Sherlock** has more cases to solve, and according to his biopic website, Watson, they're his toughest yet.

Presented before you are three crimes which have baffled Scotland Yard and one out of the best of Baker Street's Number One and Two are *The Two Lions*, *The Piffled Partridge* and *The Murdered Muttons Migrate*. They're totally new cases — so don't think you can skip out your Arthur Conan Doyle books and look for the answer — your game has to think like a real detective to solve these crimes.

Sherlock and **Watson** have the sources of information from which you must extract as many facts as possible. These are recorded from a desktop-style screen when you simply click on the size of the desired action.

More sources than Heinz

Notice the London newspapers? If you're short of leads in *Wine*, you need to follow a news site of mystery, give them a quick scan and you might unearth a few clues.

The second source are the *Five Great Regulars* professional joints who Holmes trusts — doctors, anthropologists, journalists, farmers, experts and so on. They're the people to talk to when you want hard facts to prove or disprove your theories.

You'd probably class the *Golden Street* irregular as accurate but Holmes puts great faith in London's beleaguered legal and more often than not they supply information straight from the grapevine.

The final source is the most widely used Holmes address book contains every name and place vital to all three cases. You'll find suspects, victims, beneficiaries — even the hotels and pubs where dilly dally sleazebags like to play — and it's up to you to visit them and collect the evidence.

Clued up

To solve each crime, you must have a suspect (or suspects) and a motive. How do you get there? We suggest you put on a pair of headphones, plug them in your MP3 grab a notepad and there you're free to roam. Although **Sherlock Holmes** offers a case update resulting of logs a case pathway through hours your time, it's tough.

When you visit people and places, you're greeted with a sequence of film from which you must extract clues. Apply logic to them and you should keep something back.

When you think you've acquired information to solve the crime, click on the great one and you're transported to the court room where you've asked multiple choice questions. It sounds like your homework, you should answer them correctly, solve the crime and get a full explanation of the history and a score based on how many clues you unearthed before you took the case to court.

Holmes always says you could've solved

Sherlock Consulting Detective

the case. It's about half the moves that you did. Don't you hate when you're outwitted?

Spot the difference

As it is a mystery, you're left by wondering what the differences are between this and its predecessor — apart from the cases themselves, of course.

The original's biggest problem was the dialogue. You often had to mullie entire scenes over and over again to make sure you'd noted all the names and snippets of information. Now each scene appears in a box with controls: player controls automatically allowing you to fast-forward, rewind, toggle and pause any scene so you can skip around much conveniently.

The graphics have been enhanced. Dark are the grainy visuals that made Holmes and his cases look like Lego men, most scenes are now clear and colourful giving that sense of realism and making you feel as if Holmes did own a hundred-year-old.

Lead on, Watson. There's work to be done — and let's get a video lesson in there!



The full motion video effects have been greatly improved in this sequel.



Holmes' Baker Street Regulars let us take their secrets — beware of A.B. Street!

Of all Mega-CD games currently available, the adventures of the deer-stalker-wearing detective make best use of Full Motion Video technology. Sega are releasing another disc containing a new trio of devious cases. Will the lure of more Victorian villains tempt £50 out of your wallet?



Sherlock Holmes may have a brilliant mind but his case is all blimey. This will act as an aptness menu for the case, notepad, irregulars, These screens and so on.

PAUL 79% Hey, I got the chance to play *Wine* against the old girls. I've been juggling the cases in the past to test the merits of *Wine*.

The scenario and dialogue are the same as the first **Sherlock Holmes**, so if you've played it you can tear off the notepad and get straight into the action. The addition of an editing facility is a godsend — replaying scenes over and over again because you kept missing something was the biggest flaw in the original.

Now for the news: why is this a stand-alone game? Surely it would've been better to have made a case option in the original, so new cases could be accessed from *Wine* discs? If this CD is successful, there might be a **Sherlock Holmes** II or III and if you want all the cases you're talking £150 for a totally new game!

Expense aside, **Sherlock Holmes Consulting Detective** is a quality product — great graphics and sound combine with riveting gameplay to stretch your intelligence to the limit. This returns a the better of the two but once you solve the cases you're unlikely to play again. And if you bought the original, do you want to spend £50-60 on effectively the same game?

Sherlock Holmes

The Volume II



WARREN 77% *It takes a few more cases to confuse and infuriate Mega-CD owners. Concentrate on the killed rats for murder, the pattern paintings, and stroll over the numerous 16-gate*

Once again, the American voice accents are often painful to us true Brits. They begin as Miss Poppington's Cockerly or plain-mouthed parter then go globe-trotting, Australian, Indian, Swedish, Swedish... all sorts of influences wander into their voices.

Luckily, the staff accents don't distract you from their words, as they're the most important part of the game. Have pen and plenty of paper handy then hang on the various characters' words, jotting down any facts and gossip which could be of use later.

The original volume's three cases were on a single disc but here they're spread across four — and the digitized video graphics are much the better for it. Holmes' first cases were Gork, his characters barely moved and were stilled with gaudy apologies.

British Holmes is far lighter and sleeker, and the actors are much livelier. The VCR-like homecinema search and game buttons are useful but their actions aren't as well executed as they could've been.

With great sound, superb graphics and engaging, cleverly-designed gameplay (this is one of the better CD games... but the plot is a downer). The cases are longer, more interesting and harder to solve than those of the original — so if you're the notes, Sherlock Holmes it's the detective to consult.



Howe's Watson consults a hotel receptionist. Unfortunately, he's found the old 'Mr and Mrs Smith' jolly before.



Take your case to the High Court — your success depends on a conviction!



The London Times is the essential source of information if you're smart enough to extract fact from fiction.



Watson and Holmes visit various phony residences in the course of their work.

Sherlock Holmes Vol II

Sega
£49.99

85	Graphics
80	Sound
79	Playability
70	Lastability

78

Expensive but a great replayable puzzle game. Well worth considering.

Out Now (Import) ⇨ Games Zone (0300) 229899

DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

•THE ORIGINAL AND THE BEST•

•ALL SYSTEMS CHEATLINE•

(CALL YOUR LOCAL AREA)

0891 101 234

80888 CONSOLE N' TIPS	0891 445900
CONSOLE CHEATS N' TIPS	0891 445901
CONSOLE HOTLINE	0891 445900
80888 CONSOLE N' TIPS	0891 445901

ALL CHEAT LINES UPDATED WEEKLY! INTERACTIVE GAMES SOLUTIONS

80888 1 & 2 BERRY & BERRY	0891 445900
80888 80888 80888 80888	0891 445901
80888 80888 80888 80888	0891 445901
80888 80888 80888 80888	0891 445901
80888 80888 80888 80888	0891 445901

FOR ALL INFORMATION ON ALL OUR SOLUTION SERVICES & CHEATLINES
DIAL 0891 445 904

IF YOU'RE STUCK IN A GAME CALL OUR QUESTIONS & ANSWERS LINE

DIAL 0891 668 012

DIFFERENCE IS IN A HARD PLACE TO GET THAT AMBIGUOUS OFFICE
STATION LEADS CONFUSION HAVE YOU GOT WHAT IT TAKES FOR
THE ULTIMATE SECRET???

DIAL 0891 101 255
AND PLAY THE GAME WITH THE GREATEST PRIZE!

ORDERING LINE: COMPUTER SERVICES LTD P O BOX 17
HAYDON GREEN LYMINGTON

C & L SUPPLIES

MEGADRIVE

Atari Mega-Drive 12 line controller £12.95, 16 line controller £15.95, 24 line controller £18.95, 32 line controller £21.95, 48 line controller £24.95, 64 line controller £27.95, 96 line controller £30.95, 128 line controller £33.95, 192 line controller £36.95, 256 line controller £39.95

CD GAMES

Atari Mega-Drive 12 line controller £12.95, 16 line controller £15.95, 24 line controller £18.95, 32 line controller £21.95, 48 line controller £24.95, 64 line controller £27.95, 96 line controller £30.95, 128 line controller £33.95, 192 line controller £36.95, 256 line controller £39.95

GAMEGEAR

Atari Game Gear 12 line controller £12.95, 16 line controller £15.95, 24 line controller £18.95, 32 line controller £21.95, 48 line controller £24.95, 64 line controller £27.95, 96 line controller £30.95, 128 line controller £33.95, 192 line controller £36.95, 256 line controller £39.95

Atari Game Gear 12 line controller £12.95, 16 line controller £15.95, 24 line controller £18.95, 32 line controller £21.95, 48 line controller £24.95, 64 line controller £27.95, 96 line controller £30.95, 128 line controller £33.95, 192 line controller £36.95, 256 line controller £39.95

Atari Game Gear 12 line controller £12.95, 16 line controller £15.95, 24 line controller £18.95, 32 line controller £21.95, 48 line controller £24.95, 64 line controller £27.95, 96 line controller £30.95, 128 line controller £33.95, 192 line controller £36.95, 256 line controller £39.95

Atari Game Gear 12 line controller £12.95, 16 line controller £15.95, 24 line controller £18.95, 32 line controller £21.95, 48 line controller £24.95, 64 line controller £27.95, 96 line controller £30.95, 128 line controller £33.95, 192 line controller £36.95, 256 line controller £39.95

GAMEPLAY (UK.)

28 SOUTH STREET, CHELSEA, MIDDLESEX SW10 4LA
TELEPHONE 081 445 8188

W/OT YOUR GAMES - ONLY £500 EACH - OR £4.49 PER OVERSEAS.

Simply send in your game with two old magazines - your magazine and a magazine of your choice - made full to Germany CUP

OR Send in a list and we will call you when you need to order. Please tell us your name, address and telephone number.

DO NOT SEND MONEY TO US - WE WILL SEND YOU NEW & USED GAMES FOR SALE, PART EXCHANGE WELCOME

WIN £150 CASH!

Simply complete the following: (send picture of 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50)

Postcard Service Unit



EUROLINK LTD



MAIN DISTRIBUTORS FOR CCL AND FRONT FAR EAST

WE SPECIALISE IN ALL THE HARDWARE OF THE FAR EAST TO DRIVE YOUR CONSOLE TO THE LIMIT...

WE SUPPLY ALL THE LATEST TECHNOLOGY AT THE VERY BEST PRICES! 'PERIPHERAL' SYSTEMS FROM £230 - COMPLETE - CALL FOR DETAILS

MAIL ORDER ADDRESS
18 CLARENDON ROAD
LONDON E11 1BZ

BLANK HD FORMATTED DISKS ONLY 50P EACH
DUAL PURPOSE SYSTEMS IN STOCK - CALL FOR PRICES

ALL THE LATEST PERIPHERALS
ADD-ONS & DEVICES FROM THE FAR EAST

READERS ENQUIRIES WELCOME
NORTHERN OFFICE 0532 444970
SOUTHERN OFFICE 081 589 5301
FAX 0892 8116

Playing Tips

Your tips
could earn you
£100
in cash!

Blade Stunner

Great Jungle Strike
playing guide plus all the codes

You want tips? You got 'em! You want cheats? You got 'em! You want a help column, players' guides and codes? You got 'em! And if you want £100 — in cash, no questions asked, Guv — send in your tips to the address below; we can't guarantee you'll get the money, of course, but there are T-shirts on offer, too, and you could get lucky.

Send your material to: **PLAYING TIPS, SEGA FORCE MEGA,**
Impact Magazines, Ludlow, Shropshire SY8 1JW.

After Burner II	85
Alien Strapped	85
Balloon	85
Bakery	85
Beady Moves	85
BeepAttack	84
Carrot Eater	84
Jungle Strike	84-85-87
Kal Chameleon	85
Krazy's Fun House	85
Mickey Mouse	85
Micro Machines	84
Muhammad Ali Boxing	84
Mush	84
Night Drop	84
Nostalgia	84
Neckal Night Adventures	78
Rolling Thunder 2	84
Saint Sword	85
Shining in The Darkness	85
Sol Foece	84
Starc 2	84
Sweet Riders	84
Superman	84
T2: The Arcade Game	85
World Of Venice	85

Kid Chameleon

At the end of Star Line Street, it starts to rain. The fog thins out, you look above it and find Donny Diggard. Donny and Left walk your wayward line and jump button.

To Defeat the Boss, push the Cyclone forward by hitting on the left (L) the middle of the two metal stumps (jump up and hit the

back stumps) to see the fire. Hit the fire, follow on the rubber tracks with the boss down them. Bounce on the head and you come near the top. Jump and fly near bounce on the rubber tracks. Repeat until you lose your helmet.

Collect a Microzone helmet. Walk to objects until you get to the top. Jump on the last pole's head. Hit twice about 20 hits. Jump to the bottom and hit the flag.

Mickey Mouse

When the "Level Complete" screen

appears, press Start as fast as you can until you hear a noise. You're in luck; you've entered Mickey Mouse to play with!

Krusty's Fun House

Although very playable, this game very hard very quickly, as soon as the letters **SMALLER** on the postcard section to open all the doors on all levels.

Saint Sword

To progress to the end, use the code "saint".

After Burner II

If your flight is in a busy road in the airport road, use the keyboard: **left (L), (R) and (S)** and press Start on the title screen. Use the pad to select a level.

Shining in The Darkness

To get the crystals on Level 3 of the upper labyrinth, get the Earth Hammer, Death Star, Black Box, Open Flame from the alchemist's under special deals.

GAME GENIE

It's Game Genie's time again. This month we bring you codes for Sunsoft's Batman and both Activision codes, helping you to defeat South America's Mr. A whizper less hero. Aren't we considerate?

BATMAN (Sunsoft)

82ETAC6	WALTER COOL — unlock entered
AD7TAAH	Infinite lives
AD7TAAH	Infinite damage
AD7TAAH	Infinite options to the batwing
82ATCAB	Flashes items and guns don't run
AD7TAAH	Infinite score to be destroyed
8E77BDD	Use with lives
87ETAC6	Use with above and three lives
82ETAC6	Use with two above and two lives
82ETAC6	Use with three above and two lives
AD7TAAH	Use with two above to steal the juke
82ETAC6	Step through levels
82ETAC6	Step through levels faster
AD7TAAH	Infinite and invincible
AD7TAAH	Switch Game Genie off/on to become visible again

TERMINATOR 2: The Arcade Game

82EABD6	Start with one credit
82EABD6	Start with two credits
82EABD6	Start with 10 credits
82EABD6	Start with 25 credits
82EABD6	Infinite lives
82EABD6	Start as Human instead
82EABD6	Start as Trip-Tac Guy
82EABD6	Start as Cybernet
82EABD6	Start as Cybernet System
82EABD6	Start as Powerup
82EABD6	Start as Silver Ball
82EABD6	Maximum gas power
82EABD6	Infinite energy
82EABD6	Infinite weapons and change effects on pick-up
82EABD6	Start with lots of weapons
82EABD6	Infinite lives when killed and infinite credits when terminated — may need word effects, doesn't work on last level

Deadly Moves

Playful 1-year-Olds Larry has come up with a password that lets you fight Rankin with full speed (jump, gauge, defense) and Mr. Why anyone would want to play Deadly Moves for any length of time is beyond me, but if you jump upon the end of game flow a message: try out the code **MPY 2XPS JM!** (note the space and the letter O)

Aisia Dragon

When the Sega logo vanishes, hold down (L) until "Game Ais" disappears, then press (R) until "Game disappears. Next press (L) when the message "Music Completed By" drops down. When the plan comes out of the crystal press Start. There'll be a sound if it's worked.

While you're playing the game press (L) on the second jump. The screen goes black. On the next game there are instructions to reach a level here:

(L)	Stage 1
(R)	Stage 2
(L) + (R)	Stage 3
(R)	Stage 4
(R) - (L)	Stage 5
(R) + (L)	Stage 6
(L) (R) - (L)	Stage 7
Start	Stage 8

While playing, press (R) on pad two to stop the game. Then (L) continues.

Up on pad one to maximize hit points. Left on pad one and (R) on pad two to raise the light ring level.

Right on pad one and (R) on pad two raises the monster level.

Lighting Button on pad one and (R) on pad two to power up lightning.

Weapon select on pad one and (R) on pad two to instantly.

World of Illusion

Mickey Mouse and Donald Duck's first MD adventure is a graphics spectacle and highly playable — a job it's at ease! But for new gamers who can't get the track: **Don't McDermott** (my old Apple II) has the special playing card level codes in both directions.

Mickey

Level 1	King of Clubs	Queen of Hearts
Level 2	King of Hearts	King of Diamonds
Level 3	King of Hearts	King of Spades
Level 4	Queen of Spades	Queen of Spades
Level 5	Queen of Hearts	King of Diamonds
Level 6	King of Spades	King of Clubs
Level 7	King of Diamonds	King of Clubs
Level 8	King of Hearts	King of Spades

Donald

Level 1	King of Spades	King of Diamonds
Level 2	King of Clubs	Queen of Spades
Level 3	King of Clubs	King of Diamonds
Level 4	King of Hearts	King of Spades
Level 5	Queen of Hearts	King of Diamonds
Level 6	Queen of Hearts	King of Spades
Level 7	King of Spades	King of Hearts
Level 8	King of Clubs	King of Diamonds

HELPLINES

By back after its omission from last month's **Playing Tips**, I've had hundreds of e-mails writing in, begging for the helpdesk section. So here it is! If you're stuck on a game and are burning all credits, start looking for **Secretlines** on page 49 (there's mail only). Do you wish to get me a line with your problem and let another reader help you out? Send e-mails to **HELPLINES**: **SEGA FORCE MEGA**, (BAMPT) **808A-22982**, Ludlow, Shropshire **WV9 1JY**.

Flashback

Lineds of you seem to be stuck on the fourth (or the Level 2 of Fall) Start a great adventure game. It appears you can't get in the monster with about ten seconds to spare but can't stop the thing from leaving you if you leave when it do drop me a line at the address above — **Ralph Anderson** from Glasgow and a hand-drawn line but will be eternally grateful.

Super Hydride

Quite a little after the **Andros** idea from **Supermanoids** is at his work and trying to work out what to do knowing where as I don't see his line to be better by your message (MD) but this one has no damage! If you've got a copy of **Super Hydride**, send in anything you can do to the helpdesk editor.

Tiny Toon Adventures

Simon Hudson from **Fields** in **Do not** have a spot at bother that up all the secret levels in the great platform game look forward. If you've got the passwords for them, send an e!

We recognize that you're not gonna send in all your answers (without some kind of fun — after all, we're all in it for the money) but you can — as if you reply to a **Helpdesk query**, we'll put your name into it but if it gets down out, you'll win a mystery **SEGA FORCE MEGA** goodie (in other words, I haven't checked yet).

Jungle Strike

players' guide

Electronic Arts' strategic shoot-'em-up is one of the best console game sequels ever. Our own Paul '287x210' Wooding takes you through the first seven campaigns and throws in all the passwords for good measure.

Campaign 1

Set in Washington DC, the first part of the mission is to protect the capital for two months. This is a simple task as long as you are carefully before being within the enemy's line of buildings.

Taking care of the air forces is also easy, but again, keep a cool head and don't launch missiles only if you could be a better vehicle you're looking at.



Next, President Clinton is situated in the Pentagon and is being driven to the White House in a black stretch limo. You must take care of the cooling system to spot and destroy enemies before it's too late. Tankers are common, but keep an eye out for the U-shaped building where a sniper has a view.

Hang fire on the next mission because you've got to capture a commander rather than blow him to kingdom come. He's holed up with a bigger, bigger chum to avoid the enemy's side of the building. Kill the man who dashes out with a bazooka and catch up the commander.

Another commander, Alton, has to be rescued in the last stage. Launch a

hellfire at the building when he's inside and shoot the sniper. Don't forget to keep your fuel topped up — it's easy to forget in the heat of battle.

Campaign 2

Here you control a different vehicle — a combat helicopter — but that must save two feet: Hang SEALS. There are few enemies so just be careful and you'll have no trouble.

To get the hovercraft, shoot the four soldiers who guard it. It's a tricky battle and you can lose it.

Don't chase enemies too rapidly; they often lead you into danger (and the loss of ammo). Last missiles rather than mines when following boats.

The main tactic part of the mission is when you have to rescue a stranded pilot. All kinds of vehicles and weapons are converging on him so you'd better be ready to use yours.



Campaign 3

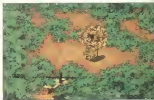
Heading to the Comanche helicopter first, destroy the control tower. Avoid tanks as you go — some hide, rise-up, and indicated on the map.

Destroy the tank depot, it doesn't seem an urgent task but enemies from tanks bother you later. If it's safe to do



go, smash up soldiers escaping from the depot for more points.

When you're the communications expert (enemy) take him to the other side of the other side of the camp where he bugs the Kibaka. It's a great trick. Further on, you find three wooden huts. Destroy and capture the radio operator.





— They supply water.

The final part of the campaign is to eliminate a nuclear reactor. Take out all ground vehicles (remember the tanks?) before hitting the building or you won't be in bits or for long.

Campaign 4

At last, the jungle of the title comes into play. First, destroy the look-out towers.



destroy them to reveal the tank. Enemy units are everywhere so stick to the standard flight path or you'll be killed with gusto.

When you search for hostages be wary of seemingly hostile (surrounded) attack vehicles — they're occupied. When you're within easy firing range they spring automatically to life.

When you take on the helicopter fuel line from the east — they said I have time to read.

Wasting the weapons plants is tricky. Be sure of every hit. If you don't hit each target first time, you're dead.

The commander is near the barracks to the south east of the weapons factory.



destroy elsewhere.

You're immediately under attack from many attack vehicles — so at least you figger' single these I have time to get out. Destroy the outer line defences to reduce enemy firepower.

Find a group of small rocks near the middle of the map and shoot them to reveal a secret stash of weapons. Pick them up and continue.

If you make it to the power lines, don't take the tanks — they're almost impossible to destroy so it's a waste of time and ammo.

The secret bases are hidden in a prominent snowdrift. Shoot it to uncover them and return to base.

Campaign 7

Another new vehicle makes its appearance here: a Stealth Fighter. Again, you

don't begin at the controls. First destroy the tanks and artillery units which surround the plane-then-land the Comanche and climb aboard.

Read the manual (ledge) and wipe out the tanks guarding it before using the structure to locate. When you encounter missile launchers, decrease altitude and circle around your target, using a Habbie whenever it's your sight.

Way less and see the diving tactic on the fuel dump then go to the opposite where the second nuclear missile are held (the -1000). Ejectors were even safer than many people think.

At the end of the campaign, go back to the ship and get back in your trusty Comanche helicopter. Return to base and proceed to Campaign 7.

You're on your own now. Good luck, soldier — and be careful.



Passwords

Level 2	ROOYR04888
Level 3	8W77M0PVR
Level 4	8T6488CVR
Level 5	80088088P
Level 6	88888888P
Level 7	88888888P
Level 8	88888888P
Level 9	88888888P



Campaign 5

Police Gp's become a target for the mission. Your first mission is to visit warehouses and repair depots. Take out the guard teams before you fly into trouble.

Try not to let the squatters who walk around the buildings. If you watch them up they give intriguing information.

Next, follow and blow up an armored car leaving the city. Land at the police HQ (by the power lines) and transfer to jungle strikers using vehicle the Special Forces motorcycle. To stop the armored car use mines.

Before going for the drug store (Kobayashi's partner), equip yourself with as much armour, fuel and ammo as possible — you're gonna need it.

Campaign 8

Out of the living part and into the fog! You leave the bus, hunt jungle and the motorcycle behind to take the captain to

mega cd?

REMEMBER THE AMIGA?

**COMMODORE HAVE JUST LAUNCHED A NEW
ONE WITH BUILT-IN CD — THE CD32.**

**OF COURSE, IT'S NOWHERE NEAR AS SMART
AS THE SEGA MEGA CD.**

OR IS IT?

THERE'S ONLY ONE WAY TO FIND OUT...

amiga
FORCE

Bubsy

In Claws Encounters of the Furred Kind

players' guide

Bubsy's Accolade's best game — and also their newest, which is why our first set of tips only covers the hazards of the first world. Tom 'Santa's little helper' Percival is your tour guide.



Things come steaming out of tunnels in the mountains; it's possible to kill them (jump on them) but better to sprint down the hill and spend weight (put the top) to and fishing.



There are plenty of these cars carelessly driving around. It's possible and highly advisable to hit them. Once again, just leap into the roof and — poof! — that's one yellow car down.

Whatever you do, don't try to hit leap-top red cars or Bubsy's trapped at the vicious vertice and driven off-course.



These guys are pests wherever you are. When you're on the ground they drop egg bombs, which, if in contact, *And* don't think you can avoid them by lighting either — as they'll flutter in your tight path.

The only thing to do is kill them — yes, I know it's heinous, but life in the wild is like that.



These bobcats feed a hard hit when visiting Bubsy's. The regular Bubsy-fuddle guns contain more than water, would these maulers if all sorts. Do you know how hard it is to get bobcats out of hair? And hair is one thing bobcats have a lot of!



Men, concentrate! Don't let I get you want to know what it means. That's where the problem lies — we don't know.

All I can say is it means get plants. They plants bobcat up and down and don't hurt you, but they don't help you either. This is another Jack the Rabbit case, an unneeded writing. If you're in the know, please write in and let us (you may win a free Peter badge).



These electrified flying objects look suspiciously like balls of yarn, but don't try to collect them or you'll lose one of Bubsy's nine lives.

To kill them, just leap into the air and land on top of them. It's best to glide jump when making it. Or, but only both or when it's easy to minimize them?



In all the level cartoons, plants are dangerous — look at Roger Rabbit and Tom & Jerry — so it makes sense that they give a problem in Bubsy. As with all other baddies, they hit on touch, no wind or projectile.



This is one of many pen flying variants you can cause the trouble. These don't often block your path and so all Bubsy has to contend to stamp off and be killed some jump all over the place in an exciting, hair-raising manner. Jump on one!



Similar to attack plan is the little, the type of little, but eggs. Jump over them, slowly edge your way to the offending thicket. At an opportune moment, jump on their head then destroy the egg pile.



There are the little spotted Woods commonly known as globe axes. They stand on high platforms and kick globe toward you. Jump over the rolling hair, and—possibly—hold the axes close, then kill the Woods.



This is the end of the third level, the last part of the first world, so it's time for a pair of buttons. The armored combat balls open up a steel entry so when which is the second to enter.

The level won't be jump up above them and glide down changing obstacles as you go. It's possible to keep bouncing on them, thus avoiding the symbol pandemonium and the command. Get an adorable again.

These wings bobcat only take two (two each) before exploding as you'll reach the end of the second world.

Hurray! You're now at the fun fair world. Enjoy yourself and be careful of the poorly-maintained roller-coaster. Sorry, but for the moment that's as far as this guide goes. Use your gaming skills to the max and grab yer yarrballs!

Rocket Knight Adventures

players' guide

Read our in-depth review yet? If you have, you'll be aware of the challenge this cart presents — saving the princess in no picnic! Luckily, help is at hand as Tom Percival and Jake Cimra take you through the first four levels of this fabulous Konami platform adventure. Take it away, lads.

LEVEL 1

1. To start with pigs in windows, duck and burst a couple of ones.



2. If you're after extra points, hit the pig when they're in a hopper.



3. If you need an extra life, jump the queen fly onto the top-left break and keep it.



4. To defeat the first big belly, use a rocket ball to get behind the tank (bombs don't make you there), jump in the air and shoot the pig. After roughly nine hits, he dies.

5. You now have to defeat the belly in his second incarnation. Stay to the right and power up your sword. When he's nearly hit, let up. He takes roughly 12 hits.



6. The real pain to pose a problem is the ice segment. Stay above the level when it's swimming — only fly to hit him.



7. When he drops out of the water, you need to hit the head from underneath under his tail. If all my eyes in the area before you try to clear the level.



8. If a section seems impossible and your rocket pack diagonally.



9. The pig is not only the fastest wheel across the screen in groups of two or three, and to stop it off, you have to stay ahead of the power as it bursts. It's needed to duck the flames.



10. Here's another chance to grab it. Up. Simply stand under the right-hand chamber and rocket upward.



11. All this stands between you and Level 2 is a rather great point. I burst through the too-middle, top left and top right, then fly to the left and right walls.

To beat the big brute, hit it on the head. The snake drops little blue spiders which you can't hit to jump over them. When the screen is full of them, a red spider shoots out — hit it and the





others disappear.

The battle continues its attack but now you do too. Do the same as before but stick to the walls to avoid the bat.

LEVEL 2

1 The first problem is the robbery. Stay directly under the coin, pointing up your rocket and boosting up when his arms are outstretched.



2 Another 1 Up. To get this one, climb up to the top left area and jump out.



3 When you travel toward the waterfall hanging off the dark blue cliffs and keep an eye out for dark spikes.



4 When you've travelled along the water you meet another big enemy. This one's disposed of by being repeatedly at the red ball on his tail. You can only hit the weak point if you're positioned (or in front) of the waterfall. Get behind the water by jumping on the blue forms at the bottom of the screen.



5 You should know it through the next part, but if you find yourself short of energy, there's a banana for health on the top-right platform.



6 Mine cart tracks have various signs. An exclamation mark heralds a set of spikes — duck to avoid them. A cross means the track is about to end, where you head leaping to the next cut.



7 Although the fat cat figure really *is* an enemy, many unwanted deaths. To avoid frustration, run toward the pipe when they know their bombs or the car bombs will roll over your head.



8 You're already at the end of the level and this one's pretty easy. You have to remember a caveat, then: what comes at you is *very* painful.

The first time you see it, you're in front. It's obvious if you stand just in front of him and his continuity, but you have



To jump occasionally to one of the items of power it has. Next it's about attacking you with its hands. All you have to do is stay to the left of the screen and constantly fly at them.

The last enemy is in front of you. Stand close to the spikes and fire away the enemy fires a multitude of bombs but stand in the right place and they'll miss you.

9 The real action's done hard and requires great precision to avoid spike damage. The best tactic is to boost over long stretches of spikes.



LEVEL 3

1 The last thing you notice is the liquid which steadily rises and falls. This is both useful and deadly. You don't want to touch it but in places you need to float to past hidden platforms.



Right: Not content with just *stealing* this game, young *meat* experience had *him* *Powerful* wanted to air his artistic talents, too. We were well impressed.



playing tips



1. Another tough gap. Stay in the left of the screen and slash at the piston when they come near. When you've destroyed one piston, the other gets real and dives at you. Just run past it and slash as soon as it moves toward you. When you've destroyed both pistons, power up your sword and jump across the gap, avoiding rising bubbles as you do so.

As follows, you're on your little sleepers. Jump off onto the ground as you approach the spikes. Make sure you

return to the middle ledge before the next level section.

2. This boss is a real pain. First jump across, avoiding platforms — it's easiest to stay on the lower ones. There's no pain attacking it until the steel pane down is two platforms on either side, so collect the bananas and get onto the right-hand platform.

The weak point is the pig's mouth. Eventually he's repelled from the fat's mouth — when he's just a short way



LEVEL 4

1. This level is obviously a tennis field. To kill the slash at the red bombs, he throws at you. This knocks them back to



you and after a bit of punishment, he coasts him off.

2. Is there no end to these fat gaps? This one's simple in theory but tricky in practice.

Hang by your tail and avoid the lady. When the bombs come out of the tubes, slash them as they fly up in the air if you time this right. The bombs hit the lady. A couple more of these and the Boulder runs off with his tail between his legs.



3. Shoot the pig as soon as they will do otherwise, as it's hard to avoid them. Kill a pig and go through the door into a 2-1.



4. The four floating stones around causing debris to fall on you. Stick to the left of the screen and only dodge the things when come right at you.

When the screen's clear of debris, run up close to the robot, powering up your sword. He shoots out a giant red ball from a red section of his stomach — your target area.

Jump in the air and spin-attack as soon as he sees his ball. Repeat a few times and the robot's vanquished, but don't let up — you still have to slay



Pick-ups



APPLE: Some energy's restored.



BANANA: Lots of energy's restored.



GEM: Some bonus points.

POWER PACE: Unlimited style.



1-Up: Another Quarter.

ROCKET KNIGHT: Style.



of the third act again. He looks like a tennis player and so I had to feel just keep slaying.

Now you're on Level 5! Good luck — you'll need a lot of those other clothes.

SOUTHDOWN CONSOLES

THE STABLE GALLERY, KINGS COURT AT REAR OF
98 HIGH STREET, UCKFIELD, EAST SUSSEX TN23 1AT

NEW AND USED GAMES FOR SALE, OR PART EXCHANGE

OFFICIAL SEGA RENTAL OUTLET SEGA MEGA CD
GAMES ALSO PART EXCHANGED. CALL FOR PRICES!
PLEASE MENTION SEGA YOUR MEDIA TO OBTAIN LOW
PRICES. CALLERS WELCOME TO OUR SHOP OR SEND
CHEQUES PAYABLE TO SOUTHDOWN CONSOLES TO
THE ABOVE ADDRESS.

EXCHANGE LIBRARY

SEND YOUR GAMES TOGETHER WITH £1 AND A LIST OF
GAMES YOU WOULD LIKE. WRITE YOUR NAME &
ADDRESS ON A PIECE OF PAPER AND SEND WITH
ORDER TO THE ABOVE ADDRESS. PLEASE CALL FOR
FURTHER DETAILS.

TEL/FAX 0825 760101

CHEQUES WILL NOT BE CASHED UNTIL THE
GOODS ARE AVAILABLE FOR DISPATCH.

ACTION 52 SEGA MEGADRIVE COMPATIBLE GAMES

£2.40 PER
TITLE

HONESTLY!

FOR A FULL CATALOGUE BROCHURE SEND A
LARGE SAE TODAY TO:

Action 52, PO Box 28, CF37 5YX
TRADE ENQUIRIES WELCOME

SOON ON SEGA MEGADRIVE

JURASSIC PARK

RESERVE YOUR
COPY NOW ON: **0891 501 022**

SEPT 9TH on MEGADRIVE MORTAL KOMBAT

RESERVE YOUR
COPY NOW ON: **0891 501 023**

Call cost 50p per minute (plus 10p per minute at all other times).
Maximum duration of call 5 minutes.

ACCESS/VISA

24HR

MEGALINE

0732 351220

MEGA MIX

(Dept SEGA), 45 Ashden Walk, Tonbridge, Kent, TN10 3RL

Orders taken from 8.00am - 8.00pm

+MEGA OFFER+ +MEGA OFFER+

+MEGA EXCHANGE SERVICE+
YOU MAY EXCHANGE ANY GAME, NEW, USED OR DISCONTINUED
FROM US FOR A BRAND NEW GAME FOR ONLY £1.00. PLEASE
CALL OR WRITE FOR FULL DETAILS. YOU WILL ALSO RECEIVE A
CLEAR MEGADRIVE WITH YOUR FIRST PACKAGE, WHICH
WILL ENTITLE YOU TO A FURTHER 10% OFF OUR ALREADY
AMAZING PRICES!

PLEASE SEND A £1 OR CALL FOR OUR NEWLY UPDATED
CATALOGUE FOR ALL FORMATS FOR NEW & USED GAMES

ALL
SOFTWARE
SENT BY
FIRST
CLASS
POST

PART EXCHANGE

SERVICE AVAILABLE
FOR ALL HARDWARE &
SOFTWARE. PLEASE CALL TO
CHECK OUR PRICES.
WE ALSO PAY CASH FOR ANY
ITEMS.

NOTHING REFUSED!

SECURE ONLINE

ORDER YOUR FAVORITE IN
STOCK FROM ONLY
£8.00!!

NEWS FLASH

MEGADRIVE 2 +
MEGA-CD 2
IN STOCK NOW!

CALL FOR DETAILS & PRICES
YOU WON'T BELIEVE

SEGA
MEGA - CD = 7 GAMES
NOW ONLY £349



FIVE COX CONVERTOR
RSP £50.00
NOW ONLY £32.95



CONVERSION SERVICE
ONLY £18.95+P&P
QUANTITY DISCOUNTS

MEGA MEGA OFFER
MEGADRIVE
+ 3 GAMES
NOW ONLY £144.95

COMPUTER CHAIR

welcome to the next level



Now you can have your own personal computer chair, designed specially for serious game players. Sit in real comfort 6 cms off the floor in the perfect position. It even collapses into a flat neat pack so you can store and transport it.

WELCOME TO THE NEXT LEVEL

AVAILABLE ONLY IN BLACK



ORDER BY PHONE NOW: 0272 767630
(24 HOUR CREDIT CARD HOTLINE)



OR BY POST

Please send me _____ Computer Chairs. I enclose a cheque/postal order made payable to Home Entertainment for £ _____ or please debit my Visa/Access Card No _____

--	--	--	--	--	--	--	--	--	--

Expiry Date _____ Signature _____

Name _____

Address _____

Post Code _____

Tel No _____

Computer Chair Price £24.99 each

Please add £2.50 per chair for P & P

TOTAL

Now send completed coupon to:

Home Entertainment
PO Box 1842
London N6 5AS



Please allow up to 10 days for delivery. FREE Credit/Debit subject to availability. Cheques must be dated for use only. Please do not send orders by post unless you are happy to take the risk of non-delivery. We are not responsible for any loss or damage to goods in transit.

G

FORCE

October 1993

Previewed

Star Wars
Sonic Chaos
James Pond
Wolfchild
Addams Family
Terminator 2
AND MORE!

WIN!

Cool Spot
goodies galore
from Virgin
Network

Cop Out!

Two new RoboCop releases
are announced!

Up The Junction!



World puzzle game
reviewed & slated!

competition

SPOT

The Difference!

WE'VE TEN HIP 'N' TRENDY COOL SPOT BOOTY BAGS, FRISBEEES, T-SHIRTS AND EXCLUSIVE PIN BADGES TO GIVE AWAY IN THIS WELL RADICAL COMPO COURTESY OF VIRGIN GAMES!



could bring something into the real world of all things in order to what will ever...
To enter your favorite Virgin Games are giving away ten immediately about Cool Spot bags with containing a Cool Spot Frisbee T-shirt and pin badge. Just the gear for the summer. The bags are water proof and will survive any heat you get through the beach.



You can't switch on the telly or walk down the street these days without seeing that reddest sufferer dude Cool Spot. Virgin's latest and greatest hero has taken the console world by storm.

So far only Mega Drive owners have seen the red mascot in action, but the good news is Games Gear breaks are set to roll down to the beach and join the main man as he makes his debut on the small screen before Christmas.

There's a trouble brewing in Cool Spot's home town, his males have been rebuffed by the discolored Miss Wicked 999. The rogue needs to prove to the world he's not a call old leecher with a 7 Up fetish and these walking stinking dolls really do exist. He Cool Spot. It's your job to teach your nearest and dearest across eleven bubble-buster, 100% blood-free.

On each stage there will be a number of smaller red dolls to collect before you can return a buddy from his cage. Armed with deadly fire, zap

water that holiday? OK -- follow up. Take a look at the two parts of Cool Spot below.

The pic on the left shows the good-looking guy in all his glory. However Cool Spot on the right has been in the SEGA FORCE MEDIA you should suspect. We've made FIVE changes to the pic and all you have to do to see the Cool Spot goodies is fill in what from changes are Easy!

Write your answers on a postcard or back of a second-hand envelope and get your entry to us by 16 September 1993. The address is FREE FOR COOL SPOTTER COMPO, LEADER MAGAZINE, Lutter, Shropshire SP1 1UP.

Please state if you don't want to receive promotional material from other companies. Oh and good luck!



News & Previews

Another massive chunk of red-hot news and goes from the world of Saga's nifty handheld. This month: up-to-date info on *Star Wars*, *RoboCop* and *Star Wars*; a sneak peek at Demark's *F1*, which went down a storm on MD last lab; Virgin's *Wolfchild* and a full review of a weird little puzzle game, *Junction*.



Metal vs metal

Those two metallic movie monsters are set to slug it out on the Game Gear. The lurid Virgin Games and producer RoboCop are Terminator based on the *Death March* comic books. The game places you in the role of Officer Murphy (aka RoboCop) as he annihilates hordes of evil machines and attempts to prevent the invasion of the humankind-saving *Bayou* computer. The game is still in early stages of production. We'll grab the first screenshots for a future issue.

Paws for thought

The Mega CD version of *Wolfchild* was a bit of a howler (RIP: SAGA FORCE 19) but Virgin Games' vision they're not crying will give you when it will convert beautifully to Game Gear. Let's see how the whole thing shapes up.

Bad Morrie is a man with a special power level he would be with a name like that — Ade. As a genius pig in his scientist father's experiment, Project Wolfchild, Ade's become a lycanthrope, a being with psychic powers and the ability to transform from man to wolf and back again.

Things go from bad to worse as Ade's dad is kidnapped and the rest of his family slaughtered by the terrible Karl Diaz. Goodbye, surprise. That's another one of



those it's a gemstone as far as happens, who come world domination through a simple explanation: Dimes.

Wolf-whistling

Send that beast Karl's plans. Out his min ion. Loose the man himself and back his ace and for all. If successful, he proud by his name as his own game and his family's death will have been avenged.

Special features: A full program-based program set over five weeks. Get a bonus extra on a game built around an issue in *Chicago PD*, where the authors send about every second without further thinking on the out state of a case, also full of people play the game based and make connections.

As Dad confronts numerous situations he must decide how best to tackle problems in human or man will come. Power footprints and mystical flame shots are there for the taking as Dad explores underground temples of a large labyrinth and where captured needs and animals overcome traps and.

Wolfchild will under what, but expect a full review soon. It's out at the end of the summer but a price has yet to be announced.

Fish and quips

It's a bit like the January issue in the hand that world at present — software houses are shipping up *Christmas* and games for production on that *GG Gear* are new in the with the November release of James Bond's *GoldenEye* Game Gear. In case you're unfamiliar with this name sophisticated dude, James is an undercover agent employed by the intelligence agency *F.I.G.I.* His latest assignment is to hit the world of a reputation by the name of Dr. Mysterio, who wants to take over the world and run everyone's Christmas.

You see the doc has infiltrated Santa's toy factory in the North Pole. The toys are no longer shiny and cuddly but to add much to injury, Mysterio has planted bombs disguised as ping-pong balls all over the place, set to blow in just 48 hours.

As James gets your virtual joystick, if you can't control 'em all of what and race around the rooms, bouncing on bad guys to kill them and ensuring each spin a visit of ping-pong before you leave.

Licensed to grill

RoboCop's a star for platform fans. The Mega Drive version went down a storm when it was released two years ago. The Game Gear version combines all the features of the 16-bit game James cooking with (no pun

intended) and interesting for details body after necessary.

The homogenous guardians are there too. Remember the robot's teddy bear, rubber car and killer snowman? There are all manner of objects to collect which help Ford's task and as in the Mega Drive game, when some objects are collected in a certain order, cheat modes are accessed and power-ups obtained.

Ade's had a quick level of the game and scores it looks mighty impressive. The graphics are 16-bit quality using 100 levels well small and those humming flame lanes that drive up all enemies, the first the ground have been inherited in the handheld version.

As the game's new just finished, we'd love a full review of James Ford's *RoboCop* next issue.



A spot of our trouble? Ford strikes these deadly centers.



Outside Santa's toy factory.

Sonic Chaos

Game Gear • Sega • Oct. December

The two-tailed fox finally comes to the GG! Known as *Sonic & Tails* in Japan, this cart brings the thrills of MD *Sonic 2* to the handheld.

Last November, the world rejoiced at the release of *Sonic 2* on all three Sega machines. Unfortunately, the joy was tempered for Game Gear owners when they realized they weren't getting an 8-bit version of the MD cart, but an entirely different game. There had to be a 16-bit Sega 2 was a bad game, it was a game, but time was disappointed that Tails was only a bit-part character waiting to be rescued.

Sega are setting matters right with their *Sonic Chaos* title tentatively scheduled for release at the end of the year. This time, GG owners can play *Sonic* or *Tails* (though not both at the same time).

The game design's close to MD *Sonic 2*. There are the usual loops and springs, a spinning top and water levels. In *Sonic Chaos*, it's not fast enough for you. Plus, the soft-lead music has been noted as you can tear off from a crashing start.

Finally, all the excitement of MD *Sonic 2* is available to you. Game Gear tracks — it looks like it's been worth the wait.



Luke before you leap

Like Skywalker? Well, here's **LUK**. Sold to think for the August release of Game Gear *Star Wars*. Even though the game's also out on its own, relative to the Master System, the handheld version is less specially programmed for the small screen.



The Sega game's based on MD *Star Wars* and follows the same plot. For anyone who hasn't seen the film (it's one of our best), it's the story.

Princess Leia and her allies have got themselves into a spot of bother. They've stolen the plans to the Death Star, a vast moon-like weapon built by none other than Darth Vader. The plans reveal a design flaw in the Death Star's design so Luke can take the plans to the Rebel Alliance. Oh, good good! but gets captured by Death and the Empire (the last page).

Feel the Force

It's your job in *Force*. Like Skywalker to rescue Luke, steal the Death Star, and then use present medical Force and blow up the Death Star. As you search the caves of Tatooine, you meet friends and recruit PG OG from the Jedi and receive a light sabre from Obi-Wan Kenobi. LUK SOLD (have completed parts on GG *Star Wars* to check G-FORCE) well worth for any-length review.

Totally Cosmic, man!

Unhatched are a symbol of, sorry if we doubt the existence of life on other planets. Well, G-FORCE now exclusively reveals the planet of the fly. You can be saved out there in the great unknown. The guy making the most noise is a smartly dressed, gregarious alien called Cosmic SpaceLord. He sticks up as the planet's Lincolns have heard many stories about the big planet known as Earth, but they're not too sure it actually exists.

As they discover Cosmic's first alien friends and save him into space, Cosmic is hard, to take a couple of holiday snaps of the huge blue and green spheres they've read in school books.

Get of his head

The game *Cosmic SpaceLord* combines arcade action with adventure elements. Cosmic investigates several bizarre locations of the three main stop-off points on route to Earth. The first is in Lincolnshire, then there's Sweden, a volcanic factory on a lone island, and finally a medieval smoky space station.

In each play area, Cosmic interacts with other characters and manipulates objects to help him on his journey. He's controlled by a series of straightforward moves, left, forward, jump, use etc. Traversing between each adventure play area involves complete.

Any one of 50 arcade-oriented action games, with a retro-car styling, about attacks and underwater.

Custom-made as the better Initial Game Gear *Cosmic SpaceLord* and they're planning a November release. Cosmic *SpaceLord* are currently being a *Cosmic SpaceLord* cartoon series, to be launched in October. Both companies promise they'll capture the wild stylized visuals of 1980s cartoons, which is sure to be an unusual sight.



Booked for Christmas

These heavenly pieces at Virgin Games have announced a Game Gear version of their forthcoming Mega Drive

the *Star Wars*, the *Star Wars* game is only 80% complete as we write but should be ready in time for Christmas. It's programmed by Steve Perry, creator of *Goal Soccer* and *Star Wars*. Mega number three the jungle where we get there.

The winning formula

Good news! Game Gear owners can now own a console and gloves and take part in the game-winning action at *Demolition PT*. There are two choices of gameplay: *Academy* and *Grand Prix*. *Academy* is a foot-to-foot after as you attempt to beat each up in the latest first Grand Prix enters you into the Formula One season. There are eight races and you must finish in the top six to pass. *World Championship* joins.

GG PT's racing completion and heading for a mid-September release.



Junction

Screw on your thinking head and slip on your National Health glasses because a new brain teaser from Sega has hit the Game Gear. Boy, is it a tough one!



Junction's gameplay sounds simple — deceptively simple! You're a small red ball (no puns) on the big ambitions to be fulfilled here. You and your atoms will run over all the scattered checkpoints of slightly wacky levels.

The ball runs along a track formed by several blocks which are shifted around to form different track patterns (like the classic sliding puzzles you used to get in your Christmas stocking that pretty forget about). There's a new level and the red sphere's constantly moving to creating a path to checkpoints (making ball's atoms and leaving them of interest is no easy task).

Aside from basic blocks — horizontal and vertical track sections, obstacles and curves — there are remarkable gold blocks and special

ones to change direction and jump platforms. Platforms appearing on individual blocks give extra time, extend the time limit, decrease or increase the ball's speed and so on.

Aim's Grr!

Every tenth stage cleared rewards the player with a bonus game in which they can win more balls. These cute Kinnigoo creatures spin around and are slowed at the press of a button. An extra ball is awarded for every Kinnigoo left being track.

There are 50 stages and you can select any level via options screen, along with the number of lives and time limit (more when flow remove enemies and time decreases the time left. It's worth though! Even! Easy! Not so grudging our balls.



TIM 41% Graphically Junction's pretty basic. The focal point is a steady little ball and other visuals aren't much better — only the a mouthful-like Kinnigoo have any real detail.

The gameplay's very difficult to begin with but, once you master the first few stages, the real game is hot easier. However, as the difficulty gradually increased, I gradually lost interest as you can appreciate, it's hard to feel motivated by a real ball game!

Sorry to let you down on Junction but I thought console games were meant to be fun. Oh well, maybe I'll just live with it!



To complete this level, the ball has to travel up and down the screen, using the Switch Machine. Blocks must be quickly rearranged to form verticals.

PAUL 30% Puzzle games fall into two categories — numerically addictive and terminally dull. Sadly, Junction falls into the latter!

The basic idea's sound enough and it's been used in loads of other games on different formats, where it worked well and provided hours of brain-teasing fun. However, Junction doesn't even begin to climb the entertainment ladder and you'll only last a couple of levels before you fling your GG out of the window in frustration!

The controls are sluggish, the sound is atypical and the puzzles too difficult and tedious to provide lasting enjoyment. The graphics are okay, but then games like these hardly stretch the GG's graphics capabilities.

Junction's a below-standard release for the quirky puzzle genre. It's been available on laptop for a while — hopefully it'll remain there for a long time to come.



These yellow blocks are the start of the spirals — they can't be moved as you have to work around them.



The red ball's heading straight for a pyramid. It's not frightening, it's used as a ramp to jump the next block.

Junction
Sega
£23.99

19	Graphics
35	Sound
26	Playability
45	Likeability

Another vote for an excellent puzzle title. Too easy, not enough fun.

Out Now → Mr Disk 021 038 1188

Highly Acc

One of the biggest developers of quality Sega Mega Drive games are also busy converting stunning titles to run on the Game Gear. From best-of-its-kind comic books, cartoon characters to movie good guys, it seems Acclaim have something for everyone...

Mortal Kombat

Mortal combat rules, if you haven't been impressed by what the up-and-coming king of beat-'em-ups has to offer, you're a very odd lot indeed.

Clipped from Midway's impressive catalog, Acclaim Kombat combines the skill and spectacularity of Street Fighter II with brutally digitized graphics and — of course — good playing.

Run-of-the-mill fighting games offer better opponents but to the ground for the player, not so with Mortal Kombat where players have the opportunity to realize crucial opponents in several ways, depending on the character they chose. The infamous Scorpion burns his opponents, leaving their skeletal frame to emerge like a trap. Snake rips out their heart, whereas Sub-Zero rips his opponent's

heart out, splat combat and all. Kombat is death heavy, they're all voted by particular better-and-better combinations which can only be implemented by the winner of a fight. The bloodshed isn't limited to these over-the-top moves; belly blows result in an unflinching spray of red from the victim.

Naturally, there's no two-player option on the Game Gear, but the single-player game sets you against all other combat arts, including a darker version of yourself (a slower ending, three less which the more lost) (the maximum rounds) the four armed Gen and Shao-Yang. This concept raised rules the tournament and can become any other character.

With six fighters to choose from, a host of special moves, five boss characters and the promise of death comes to existence. Some Kombat II has been going to look to when it's followed on September 13 — Mortal Monday.



Spider-Man and The X-Men

Give less gamers the right to choose when they want to beat the odd villain or hero. When you The Flash coming soon Superman, too Spider-Man games — and the cast acting both the web-crawler and Marvel Comics every minute.

Four of the primary X-Men have been captured by Arcade, one of their most persistent foes. As Spider-Man, explore streets and the business of Arcade's base, punching off mechanical foes and assembling parts of a key.

When the key is complete and the X-Men found, Arcade sends them to different parts of his fortress and you've got the mission of four heroes — Cyclops, Wolverine, Storm, Gambit and Iceman — who each have two levels of resistance.

Get Storm's aerial absorbing powers, underwater (but?) escape a massive spiked ball as Gambit, use Wolverine's razor sharp claws in a tunnel by foot and use great-ear vibrations to party before the crowd with Arcade himself. Teach her a lesson for changing Xp for a crumbly old game of King-Of-the-Hill!

If you're finding it difficult to get red active options to life you, visit various secret Canadian organizations to replace your station with a shiny metal one and witness them with the ability to fire force beams from your eyes. Wait for Spider-Man and The X-Men to arrive — it's a lot less better and probably a lot more fun!



The final screenshot from the Game Gear version of Mortal Kombat — remember, you now it here first, huh?

N
O
B
O
D
Y
S
A
I
D
I
T
W
O
U
L
D
B
E
E
A
S
Y

SEGA MEGA DRIVE
SOON

subscriptions

OFFER
EXTENDED
UNTIL 7/5/99

£19.99

For a limited period only, UK subscribers will receive 13 issues of **SEGA FORCE MEGA** for this inconceivably low price. Why have we done it? Let's just say we don't want to rip you off...

Surely, you get what you pay for?

It ain't necessarily so...

Take a look at how **SEGA FORCE MEGA** stacks up when it comes to subscription prices

Magazine	Pages	Issues	Price
SEGA FORCE MEGA	100	13	£19.99
MEGA	100	12	£27.00
MEGATECH	116	12	£23.00
SEGA POWER*	100	12	£22.95
SEGA PRO*	100	12	£23.40

Please don't forget to add

*not 1997 SEGA DRIVE (or any other Master System) reviews too, unfortunately!

Credit card priority line - 081 387 1178

Subscription application

Please receive me the next 13 issues of **SEGA FORCE MEGA** and deliver them to my door at a really discounted price.

Name

Address Line 1

Address Line 2

Address Line 3

Postcode

Phone

Choose an option: UK resident £19.99 incl.
Within Europe* £26.99 incl.
Outside Europe** £44.99 incl.

Payment method (please tick)

Check Postal order Credit card

Card number

Expiry date

Signature

Return to: **SEGA FORCE MEGA SUBS OFFER**, Database Dept,
Penguin, Eldon Park, South Wood, LE6 2BR

100% ALIVE

Pick up someone else's letter

Send your man some flowers

Strip right down to your underwear

Go for a run around the block

Ring 031 700 3100 and tell London something it needs to know

Turn your radio to Kiss and pull the knob off

Believe in yourself

Eat a pine-apple

Write the alphabet backwards

Order an empty stop and leave it outside your house for a week

Meet an old friend you haven't seen for years

Make a record

Dance the danc' electric

Plant a tree

Go for a day without speaking

Learn a second language

Every day at the same time stop and think about something wonderful

Go and see Ryan Guggs

Get your nappie pinned

Have a day without TV

Read a page from a book by Charles Dickens

Play football in the street

Ring someone of the same sex

Give £100 to a down and out

Put your change into a bottle for a year and give it to charity

Make a statement

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Learn something new every day

Help someone today

Throw away your watch

Wear a wig

Laugh

Make everyone at work a cup of tea

Take a picture of your back

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Martin Gage's 'What's going on'

Full someone a secret

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take your business

**TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.**



Paint a tree

Take a bath in milk
Climb a tree

Watch 'It's a wonderful life'
Get on a bus you've never got on before

Break a glass of water
Clean your ears

Dream for the day
Visit New York

Listen to jazz on B's next show
Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a merry-go-round

Say hello to a policeman

Stand an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Take a picture of your bath

Get on a bus you've never been on before
Dance in the front garden

Shave your head
Feed the birds

Visit an art gallery
Write a poem

Feed someone else's meter
Carry a flower all day

Paint your ten-tooths
Take your granny to the movies

Stop saying no for a whole week
Put on a dress

Write to your MP
Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice
Send an afternoon speculating on how to make a million
Help a stranger with their shopping

Write a fairy-tale

Make everyone at work a cup of tea

Do a jigsaw puzzle
Get your hair cut

Dance in the rain
Fast for a day

Buy a hat
Use a fountain pen

Walk home today
Feed the dog

Invite your neighbour to tea
Give your favourite possession away

Memorise a Woody Allen joke
Tell the truth for a day

Scissors

Put the kettle on
Take up knitting

Listen to Rodigan's next show in the park

Only had as much water as you need
Learn a new word every day

Forget someone

Go on holiday and don't take any luggage

Say yes for a day
Put your name on a star

Someone getting AIDS
Learn to fly

Do a cartwheel
Tell someone your dreams

Walk on the grass
Make a million pounds

Talk about God with a friend
Work at someone's job

Buy the next record you hear on the radio
Buy your boss a present

Tell someone you appreciate what they do
Buy a framed your favourite book

Turn into Caesar tomorrow morning at 4am
Photocopy this ad and get someone else to do it

Do one thing to make the world a better place to live



UK Mega Drive Top Ten

1	NE MICRO MACHINES	Codemasters
2	NE COOL SPOT	Virgin
3	NE FLASHBACK	US Gold
4	PGA TOUR GOLF 2	EA
5	TRIVY TOONS	Konami
6	SUPER KICK OFF	US Gold
7	ECCO: THE DOLPHIN	Sega
8	NE MUHAMMAD ALI BOXING	Virgin
9	DESERT STRIKE	EA
10	STREETS OF RAGE II	Sega

Along *Desert Strike* and a *Golden Axe* challenge to *Codemasters*. At long last, after their huge flop doing with Sega, the straight shoot *Micro Machines* is released and seems straight into the charts to take the Number One slot. It's clear, these days all the way in Virgin's real value code. *Cool Spot* surfs into the hot new-up position, being a particular brand of well-stick in

at operators. Here it is US Gold have another winner with the usual classic. *Flashback* yet another SEGA. *FORCE* Smash. Speaking of which, the other new entry this month received our one-time special award. *Muhammad Ali* flooring punches its way to number eight — it's not the greatest... yet. All other Top Ten titles are on a downward slope, apart from

Trivvy Toons which fell last month but rose a couple of notches this time and sits happily at number two. *Super Kick Off* and *Spot*. The Dolphin fell the farthest. *Kick Off* fell into its top. *Spot* has two to recover. *PGA 2* dips two while *Desert Strike* and *Streets of Rage* are down one slot, left tripping by the side of their work to the bottom of the chart.




Cart Charts

If you're in the dark about the UK's best-selling Sega cartridge (it happens to the best of us), check out our Top Ten game run-down supplied by Virgin's retail outlets.

The chart is current and reflects sales from every Virgin Games store and Megastore in the country. And that's not all, we're in regular contact with the States and Japan to discover what's hot over the water, west and east. And, if you're coin-op crazy, there's the arcade chart, too, just to keep you gurgling.

USA Charts

Not much movement in the American charts this month. Several classics that have starred in the UK charts and dropped out again still stand firm here.

1	X-WEN	Sega
2	RBI BASEBALL 93	Targem
3	COOL SPOT	Virgin
4	TONY LA RUSSA BASEBALL	EA
5	ROAD RASH 2	EA
6	FATAL FURY	Tekare
7	FLASHBACK	US Gold
8	PGA TOUR GOLF 2	EA
9	INNOVATION III	Accelade
10	BALLS VS BLAZERS	EA

Japanese Charts

A starring center takes the top slot in Japan, with heavy best-of-all-time *Final Fight CD* closing the list at number two. Weird and wacky *Switch* is a new entry.

1	PUTO PUTO	Sega
2	NIGHT'S FINNER CD	Tate
3	EX-RANCA	Sega
4	ILLUSION CITY	Microcabin
5	FATAL FURY	Sega
6	SWITCH CD	Sega
7	DEVIANTOR CD	Wolf Team
8	SONIC 2	Sega
9	ARCADE COLLECTION CD	Sega
10	J-LEAGUE SOCCER	Game Arts

Arcade Charts

Capcom dominates the chart with four games, but the discovery here hasn't made it to the arcades: their *Coliseum* & *Dimension* falls its place.

1	WORLD RALLY	Capcom
2	SOCCER STRIKER	Taito
3	CHANNEL QUESTION	Tate
4	BLOCK BLOCK	Capcom
5	THE PUNISHER	Capcom
6	STREET FIGHTER II	Capcom
7	CAD'S & OMBOURS	Capcom
8	GRIND STORMER	Taito
9	IN THE HUNT	Irem
10	POCKET GAL DELUXE	Geta East

Courtesy of Virgin Megastore/Megadrive

Buyers' Guide

What is it with you lot, eh? We go to all the trouble of putting a good-looking buyers' guide together for your ease of use, delatation and delight — then you go and complain that it takes up too much room!

There's just no pleasing some people, is there? Oh well, your wish is our command, so from next issue on there'll be a ultramar (but no less informative!) guide to Mega Drive games... enabling us to use the extra page for bigger, better and even more reviews. Happy now? Good!

The people who help us are the people to help you

ACC	071 435 1185	Krazy Koneski	0432 342 001
AMSI	031 263 8329	84 Coda	031 878 1768
Comcast	0394 251 039	Telergaming	0623 830 449
Game Zone	0800 828 050	Video Game Box	0423 818 708
Kolar Koneski	0438 367 438	Video Games Centre	0393 527 214

Arcade Games

Side-up conversions and mixed-genre games make these games the most action-packed around. *Dragon's Fury* leads the pack with 83% — what could be more arcade-like than that?

ISIA DRAGON

MSX ■ CD-ROM ■ **MS-DOS 6.02** **78%**
An unusual genre, combining Runescape and blending up with 100 dragons to save humanity's world. Plenty of possibilities, but not enough choices, but it's fun in the pros.



AMERICAN GLADIATORS

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **47%**
Compare against the likes of sports legends in six exciting arenas. The classic atmosphere and level of action is hard to come by in other titles, and the game is well worth a look. For the best of the best.

BATMAN

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **78%**
Batman '92. The classic movie generation is on the verge of its last day. (Batman) Side-up and being released keep you busy for its a full week.

BATMAN RETURNS

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **67%**
The first movie... as in the movie... The Caped Crusader is back with down-to-earth gameplay and a fantastic soundtrack to challenge the best.

BATMAN: REVENGE OF THE JOKER

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **60%**
The slug slug just had his first game in the series. The user's version (Batman) has a much better Batman. It's a masterpiece and worth being your favorite. (Batman)

BATTLETOADS

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **58%**
From the Runescape team, Battletoads is a classic side-scrolling action game. It's got a lot of fun and excitement. (Battletoads) is a masterpiece and worth being your favorite. (Battletoads)

CLASSIC ARCADE COLLECTION

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **60%**
One winner — the only for the best of the best. (Classic Arcade Collection) is a masterpiece and worth being your favorite. (Classic Arcade Collection)

CRIBBALL

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **60%**
Cribball (Classic) is a classic arcade game. It's a masterpiece and worth being your favorite. (Cribball)

DRAGON'S FURY

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **83%**
This is the best of the best. (Dragon's Fury) is a masterpiece and worth being your favorite. (Dragon's Fury)

DUJ BOY

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **62%**
This is the best of the best. (Duj Boy) is a masterpiece and worth being your favorite. (Duj Boy)

GABBIT TWINS

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **60%**
This is the best of the best. (Gabbit Twins) is a masterpiece and worth being your favorite. (Gabbit Twins)

GREENWING

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **72%**
Greenwing (Classic) is a classic arcade game. It's a masterpiece and worth being your favorite. (Greenwing)

HAME VIDEO: KMS KRIS

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **78%**
This is the best of the best. (Hame Video: Kms Kris) is a masterpiece and worth being your favorite. (Hame Video: Kms Kris)

MAPLE MONKS

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **77%**
Maple Monks (Classic) is a classic arcade game. It's a masterpiece and worth being your favorite. (Maple Monks)

OUTLANDER

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **67%**
This is the best of the best. (Outlander) is a masterpiece and worth being your favorite. (Outlander)

PAC-MAN

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **71%**
This is the best of the best. (Pac-Man) is a masterpiece and worth being your favorite. (Pac-Man)



PAPERBOY

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **66%**
This is the best of the best. (Paperboy) is a masterpiece and worth being your favorite. (Paperboy)



PAPERBOY

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **66%**
This is the best of the best. (Paperboy) is a masterpiece and worth being your favorite. (Paperboy)

PAPERBOY II

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **50%**
This is the best of the best. (Paperboy II) is a masterpiece and worth being your favorite. (Paperboy II)

ROLLING THUNDER 2

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **74%**
This is the best of the best. (Rolling Thunder 2) is a masterpiece and worth being your favorite. (Rolling Thunder 2)

SAMMY SYNDRO

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **65%**
This is the best of the best. (Sammy Syndro) is a masterpiece and worth being your favorite. (Sammy Syndro)

TOMIC CRUSADERS

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **67%**
This is the best of the best. (Tomic Crusaders) is a masterpiece and worth being your favorite. (Tomic Crusaders)



Arcade Adventure

Perfect for those who want to use equal parts of brain and digital dexterity, three of the winners, *Prince of Persia*, *Another World*, and *Flashback*, sport the best HD adventure ever.

ALEX KIDD — ENCHANTED CASTLE

MS-DOS ■ CD-ROM ■ **MS-DOS 6.02** **57%**
This is the best of the best. (Alex Kidd — Enchanted Castle) is a masterpiece and worth being your favorite. (Alex Kidd — Enchanted Castle)



ANOTHER WORLD

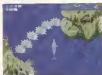
8/25/93 • CDS • \$49.95 • 100% (100)

An advanced game with a twist: Lead the brave world around with his wife in a game and strategy-oriented platformer. In addition to his wife, you'll also have a dog who can help you reach the goal to complete the adventure.

BART VS THE SPACE MUTANTS

8/25/93 • CDS • \$49.95 • 100% (100)

How do you make a mutant game like Bart the Space Kid? Well, you make it a game that is a twist on what you'd expect. In this game, you'll have to fight the mutants and save the world from their evil. Bart's friends, including his dog, will help you along the way.



ECCO: THE DOLPHIN

8/25/93 • CDS • \$49.95 • 100% (100)

The dolphin Ecco has been rescued. But he's not alone. He's got a lot of friends, and they're all in trouble. Ecco is a dolphin who can talk and understand human speech. He's a dolphin who can talk and understand human speech. He's a dolphin who can talk and understand human speech.

FLASHBACK

8/25/93 • CDS • \$49.95 • 100% (100)

Demetrius is trapped in an eternal present. He's a man who's been trapped in an eternal present. He's a man who's been trapped in an eternal present. He's a man who's been trapped in an eternal present.

NIGHT TRIP (CD)

8/25/93 • CDS • \$49.95 • 100% (100)

Conquering time (and different worlds) is the theme of this game. It's a game that's about conquering time. It's a game that's about conquering time. It's a game that's about conquering time.

PRINCE OF PERSIA (CD)

8/25/93 • CDS • \$49.95 • 100% (100)

Princesses fall and the prince is in trouble. It's a game that's about a prince who's in trouble. It's a game that's about a prince who's in trouble. It's a game that's about a prince who's in trouble.

SHADOW OF THE BEAST

8/25/93 • CDS • \$49.95 • 100% (100)

There's a shadow in the forest. It's a game that's about a shadow in the forest. It's a game that's about a shadow in the forest. It's a game that's about a shadow in the forest.

SHADOW OF THE BEAST II

8/25/93 • CDS • \$49.95 • 100% (100)

The first Shadow of the Beast is back. It's a game that's about the first Shadow of the Beast. It's a game that's about the first Shadow of the Beast. It's a game that's about the first Shadow of the Beast.

TIME GAL (CD)

8/25/93 • CDS • \$49.95 • 100% (100)

To help you win, you'll have to use your time. It's a game that's about using time. It's a game that's about using time. It's a game that's about using time.

TOE-JAM & EARL

8/25/93 • CDS • \$49.95 • 100% (100)

Three-legged Toejam and his four-footed Earl are back. It's a game that's about Toejam and Earl. It's a game that's about Toejam and Earl. It's a game that's about Toejam and Earl.

WHERE IN THE WORLD IS GARMEN SAMMOND?

8/25/93 • CDS • \$49.95 • 100% (100)

As an action-adventure, it's a game that's about Garmen Sammond. It's a game that's about Garmen Sammond. It's a game that's about Garmen Sammond.

WHERE IN TIME IS GARMEN SAMMOND?

8/25/93 • CDS • \$49.95 • 100% (100)

Use the advanced and powerful time travel to help you win. It's a game that's about time travel. It's a game that's about time travel. It's a game that's about time travel.

WUNDERBOY V

8/25/93 • CDS • \$49.95 • 100% (100)

Big screen Wonder Boy is back. It's a game that's about Wonder Boy. It's a game that's about Wonder Boy. It's a game that's about Wonder Boy.

Beat-'em-up

It's a game that's about beat-'em-up. It's a game that's about beat-'em-up. It's a game that's about beat-'em-up.

CYBORG JUSTICE

8/25/93 • CDS • \$49.95 • 100% (100)

Back to the future, it's a game that's about Cyborg Justice. It's a game that's about Cyborg Justice. It's a game that's about Cyborg Justice.



DOUBLE DRAGON

8/25/93 • CDS • \$49.95 • 100% (100)

It's a game that's about Double Dragon. It's a game that's about Double Dragon. It's a game that's about Double Dragon.

DOUBLE DRAGON II

8/25/93 • CDS • \$49.95 • 100% (100)

The first Double Dragon is back. It's a game that's about the first Double Dragon. It's a game that's about the first Double Dragon. It's a game that's about the first Double Dragon.

FATAL FURY

8/25/93 • CDS • \$49.95 • 100% (100)

It's a game that's about Fatal Fury. It's a game that's about Fatal Fury. It's a game that's about Fatal Fury.

FISTS OF STEEL

8/25/93 • CDS • \$49.95 • 100% (100)

It's a game that's about Fists of Steel. It's a game that's about Fists of Steel. It's a game that's about Fists of Steel.



GOLDEN AXE II

8/25/93 • CDS • \$49.95 • 100% (100)

It's a game that's about Golden Axe II. It's a game that's about Golden Axe II. It's a game that's about Golden Axe II.

KING OF THE MONSTERS

8/25/93 • CDS • \$49.95 • 100% (100)

It's a game that's about King of the Monsters. It's a game that's about King of the Monsters. It's a game that's about King of the Monsters.

LAST BATTLE

8/25/93 • CDS • \$49.95 • 100% (100)

It's a game that's about Last Battle. It's a game that's about Last Battle. It's a game that's about Last Battle.

MAZIN SAGA

8/25/93 • CDS • \$49.95 • 100% (100)

It's a game that's about Mazin Saga. It's a game that's about Mazin Saga. It's a game that's about Mazin Saga.

PIT FIGHTER

8/25/93 • CDS • \$49.95 • 100% (100)

It's a game that's about Pit Fighter. It's a game that's about Pit Fighter. It's a game that's about Pit Fighter.

POWER ATHLETE

8/25/93 • CDS • \$49.95 • 100% (100)

It's a game that's about Power Athlete. It's a game that's about Power Athlete. It's a game that's about Power Athlete.

SPATTHOUSE 2

8/25/93 • CDS • \$49.95 • 100% (100)

It's a game that's about Spatthouse 2. It's a game that's about Spatthouse 2. It's a game that's about Spatthouse 2.

ROMANA JONES AND THE LAST CRUSADE

8/10/93 • CD-ROM • 100% NEW

As a budding historian, learning how you put up with back-to-back missions for King David? You don't know. Looking for a cross between a hard-boiled cop and a boy scout (and, if you're a fan of the series), then you could be the tip of a new candle and receive a Middle Ages puzzle. Identify locations that will defend you. Also, PG and a suitable challenge.

80%

JAMES BOND: THE GOLD

8/10/93 • CD-ROM • 100% NEW

One of 007's worst enemies is his supposed Phil Jones. If not at a party, Bond has to handle and control your helicopter. James Bond graphics, nice sounds, realistic animation and four tough levels make Bond's mission a success.

80%

JAMES BOND 0

8/10/93 • CD-ROM • 100% NEW

As the 007 legend, you're back in a double CD-ROM. As a secret agent, you'll have to handle and control your helicopter. James Bond graphics, nice sounds, realistic animation and four tough levels make Bond's mission a success.

80%

JEWEL MASTER

8/10/93 • CD-ROM • 100% NEW

To face Myriad's evil genius, the Mad scientist, you'll have to solve puzzles, solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

74%

KID CHAMELEON

8/10/93 • CD-ROM • 100% NEW

Go back to a 1950s game. Kid Chameleon looks and jumps as a cartoon. A variety of levels, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

82%

LITTLE MERMAID

8/10/93 • CD-ROM • 100% NEW

Play music to control Ariel's movements as you search for her. As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

78%

QUACKSHOT

8/10/93 • CD-ROM • 100% NEW

Control a duck in a puzzle-solving game. As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

81%

RISKY WOODS

8/10/93 • CD-ROM • 100% NEW

As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

74%



WILD TO THE RESCUE

8/10/93 • CD-ROM • 100% NEW

As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

88%

SONIC 2

8/10/93 • CD-ROM • 100% NEW

A lot to love for Sonic 2. As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

90%



S. TROMB'S

8/10/93 • CD-ROM • 100% NEW

As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

82%

TALKSHOW

8/10/93 • CD-ROM • 100% NEW

As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

80%

T&T MAMA

8/10/93 • CD-ROM • 100% NEW

As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

88%



TINY TOON ADVENTURES

8/10/93 • CD-ROM • 100% NEW

As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

81%

TROU

8/10/93 • CD-ROM • 100% NEW

As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

78%

WINTERGOLF (73)

8/10/93 • CD-ROM • 100% NEW

As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

88%

WINGS OF A HISSON

8/10/93 • CD-ROM • 100% NEW

As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

81%

Puzzle Games

Pure thought and deductive reasoning (almost) replace fancy graphics — with the exception of Sherlock's digitized video and Bentley's winning cartoon appeal.

CLUE

8/10/93 • CD-ROM • 100% NEW

As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

84%

GREAT WALDO SEARCH

8/10/93 • CD-ROM • 100% NEW

As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

75%

JEDIPUNKY

8/10/93 • CD-ROM • 100% NEW

As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

80%

KNUSTY'S SUPER FUN HOUSE

8/10/93 • CD-ROM • 100% NEW

As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

82%



LEARNINGWS

8/10/93 • CD-ROM • 100% NEW

As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

81%



SHERLOCK HOLMES (CD)

8/10/93 • CD-ROM • 100% NEW

As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

88%

WHEEL OF FORTUNE

8/10/93 • CD-ROM • 100% NEW

As a puzzle master, you'll have to solve puzzles and solve puzzles. As a puzzle master, you'll have to solve puzzles and solve puzzles.

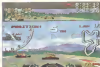
82%

Racers

Hands on the steering, pedal to the metal. Joystick for position and gas into these careers. Smaller when computer cars cut you up and steal the lead...

SUPER MONACO GRAND PRIX 2

MSRP: \$24.95 • CD-ROM • 16 BIT • 80%
The progression from the smaller 16-bit Monaco 1 to 16-bit track. Features improved race options, tracks and new models of the superb digital sound and working on the road and the car handles well.



CHAMPIONSHIP PRO-AM

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 70%
An original and classic series to track remote control style races. Showing it's never to be done, combines combining. For when standard fast track car stability.

FERRARI GRAND PRIX

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 81%
For model sports. For excitement, choice of several five-player multiplayer game and race team. The two play of features for the game, but it's a bit too unimpressive.

HARD DRIVE!

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 80%
A 16-bit, 3D graphics, multimedia lightweight. Features a 3D scanner and 3D graphics. It's a nice game, but the PlayStation 1 has a more realistic speed and performance up to today's standards.

JAGUAR XJ220 (CD)

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 85%
A 16-bit, 3D graphics, multimedia lightweight. Features a 3D scanner and 3D graphics. It's a nice game, but the PlayStation 1 has a more realistic speed and performance up to today's standards.

LOTUS TURBO CHALLENGE

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 81%
A 16-bit, 3D graphics, multimedia lightweight. Features a 3D scanner and 3D graphics. It's a nice game, but the PlayStation 1 has a more realistic speed and performance up to today's standards.



MICRO MACHINES

MSRP: \$24.95 • CD-ROM • 16 BIT • 80%
This classic MICRO MACHINES series and course with a featured side both and games with. Includes a classic. CD-ROM graphics, excellent handling and a great sound track. All one of the most popular series.

OUTRUN

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 50%
Keep it in the 16-bit world with the classic. Choose your path. Keep it in the 16-bit world with the classic. Choose your path. Keep it in the 16-bit world with the classic. Choose your path.

OUTRUN 2118

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 81%
A great 16-bit, 3D graphics, multimedia lightweight. Features a 3D scanner and 3D graphics. It's a nice game, but the PlayStation 1 has a more realistic speed and performance up to today's standards.

ROAD BLASTERS FX (CD)

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 81%
This 16-bit, 3D graphics, multimedia lightweight. Features a 3D scanner and 3D graphics. It's a nice game, but the PlayStation 1 has a more realistic speed and performance up to today's standards.



ROAD RASH II

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 80%
If you're into it, it's a 16-bit, 3D graphics, multimedia lightweight. Features a 3D scanner and 3D graphics. It's a nice game, but the PlayStation 1 has a more realistic speed and performance up to today's standards.

SUPER HANG-ON

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 70%
The game old in which characters. It's a nice game, but the PlayStation 1 has a more realistic speed and performance up to today's standards.

SUPER OFF-ROAD

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 80%
Concepts, superbly handled. It's a nice game, but the PlayStation 1 has a more realistic speed and performance up to today's standards.



TEST DRIVE II: THE DUEL

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 85%
A 16-bit, 3D graphics, multimedia lightweight. Features a 3D scanner and 3D graphics. It's a nice game, but the PlayStation 1 has a more realistic speed and performance up to today's standards.

RPGs

A land to free, a magical time to find, a galaxy to liberate! In-depth adventures all have their rewards — and Virgin's high-tech Corporation gets 81%!

ADVENTURES OF WILLY BEANISH

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 80%
All an original, whimsical, 16-bit, 3D graphics, multimedia lightweight. Features a 3D scanner and 3D graphics. It's a nice game, but the PlayStation 1 has a more realistic speed and performance up to today's standards.



BUCK ROGERS

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 82%
Vintage space-faring adventure. It's a nice game, but the PlayStation 1 has a more realistic speed and performance up to today's standards.

CADASH

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 80%
Featured lights and maps and a 3D. It's a nice game, but the PlayStation 1 has a more realistic speed and performance up to today's standards.

COMPANION

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 81%
It's a nice game, but the PlayStation 1 has a more realistic speed and performance up to today's standards.

HOLLOW WORLD

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 80%
It's a nice game, but the PlayStation 1 has a more realistic speed and performance up to today's standards.



RINGS OF POWER

MSRP: \$24.95 • CD-ROM • 16 BIT • 80% 85%
It's a nice game, but the PlayStation 1 has a more realistic speed and performance up to today's standards.

buyers' guide

SUPER FANTASY ZONE

SEGA ■ CD-ROM ■ EA 021 070 0000

80%

Color, sound, and why couldn't it be? It fits between the eyes! Super fantasy and monster slayers aren't only necessary to survive the hell, though there are. Another take to explore and conquer all to face.



SUPER THUNDER BLADE

SEGA ■ CD-ROM ■ EA 021 070 0000

80%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game.

THE TERMINATOR

SEGA ■ CD-ROM ■ EA 021 070 0000

70%

It's a 3D action shooter. It's a 3D action shooter. It's a 3D action shooter. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.

TERMINATOR 2

SEGA ■ CD-ROM ■ EA 021 070 0000

80%

Great guns, great action. Terminator is a computer, but computer is not the same and you know it. The CD that takes it to the next level. Super graphics, resource sound, and more to enjoy. Great battle with the Terminator.



THUNDER FORCE IV

SEGA ■ CD-ROM ■ EA 021 070 0000

80%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.

THUNDERSTORM FX (CD)

SEGA ■ CD-ROM ■ EA 021 070 0000

70%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.

TWIN COBRA

SEGA ■ CD-ROM ■ EA 021 070 0000

80%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.

TWINKLE TALE

SEGA ■ CD-ROM ■ EA 021 070 0000

80%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.

UNIVERSAL SOLDIER

SEGA ■ CD-ROM ■ EA 021 070 0000

80%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.



ZERO WING

SEGA ■ CD-ROM ■ EA 021 070 0000

70%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.

Sports

Body of all stars, shapes and features
features in these games, the feeling, feeling
and multi-event can't breaking the pattern.

THE AQUATIC GAMES

SEGA ■ CD-ROM ■ EA 021 070 0000

70%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.

ARCH RIVALS

SEGA ■ CD-ROM ■ EA 021 070 0000

70%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.

BULLS VS LANERS

SEGA ■ CD-ROM ■ EA 021 070 0000

70%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.

CALIFORNIA GAMES

SEGA ■ CD-ROM ■ EA 021 070 0000

70%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.



CAL RIPKIN JR BASEBALL

SEGA ■ CD-ROM ■ EA 021 070 0000

80%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.

DAVID ROBINSON'S SUPREME COURT

SEGA ■ CD-ROM ■ EA 021 070 0000

80%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.

EDDY CLUB SOCCER

SEGA ■ CD-ROM ■ EA 021 070 0000

70%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.

EWANER HOLYFIELD'S BOXING

SEGA ■ CD-ROM ■ EA 021 070 0000

70%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.

FLAMING OODGEBALL '80

SEGA ■ CD-ROM ■ EA 021 070 0000

70%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.

GRANDSLAM TENNIS

SEGA ■ CD-ROM ■ EA 021 070 0000

80%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.

HANDBALL '80

SEGA ■ CD-ROM ■ EA 021 070 0000

80%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.



JENNIFER CAPRIATI TENNIS

SEGA ■ CD-ROM ■ EA 021 070 0000

80%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.

J. J. GAVILLI'S FOOTBALL

SEGA ■ CD-ROM ■ EA 021 070 0000

80%

It's really the whole package: sword games, but not some more than the rest of it. Size, play, gameplay, action, to name their skills in the sword game. There are plenty of action and style to appreciate and eyes from the best. Terminator fans will love it, others should try it too.

JOE MONTANA II**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****70%**

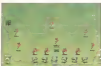
Joe Montana II is the best football control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

JOE MONTANA III**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****80%**

Joe Montana III is the best football control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

JOHN MAMMONE '93**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****87%**

John Mammone '93 is the best football control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

**JORDAN VS BIRD****USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****80%**

Jordan vs Bird is the best basketball control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

MARIO LEMELIX HOCKEY**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****48%**

Mario Lemelix Hockey is the best hockey control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

MUHAMMAD ALI BOXING**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****67%**

Muhammad Ali Boxing is the best boxing control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

**MUTANT LEAGUE FOOTBALL****USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****70%**

Mutant League Football is the best football control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

NBA ALL-STAR CHALLENGE**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****62%**

NBA All-Star Challenge is the best basketball control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

NHLPA HOCKEY '93**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****84%**

NHLPA Hockey '93 is the best hockey control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

OLYMPIC GOLD**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****80%**

Olympic Gold is the best Olympic control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

PGA TOUR GOLF II**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****72%**

PGA Tour Golf II is the best golf control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

POWERBALL**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****50%**

Powerball is the best lottery control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

PRO QUARTERBACK**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****82%**

Pro Quarterback is the best football control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

RED BASEBALL 4**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****80%**

Red Baseball 4 is the best baseball control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

**SOX POCKET****USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****70%**

Sox Pocket is the best baseball control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

SUPERBALL 2**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****80%**

Superball 2 is the best ball control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

SUPER HIGH IMPACT**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****70%**

Super High Impact is the best football control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

WINTER CHALLENGE**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****80%**

Winter Challenge is the best winter sports control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

WORLD CLASS LEADERBOARD**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****80%**

World Class Leaderboard is the best sports control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

WORLD CUP ITALIA '90**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****80%**

World Cup Italia '90 is the best football control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

Strategy

Organize your troops, plan your moves, distribute resources... If your foe type who thinks before they act, the following game should be right up your street.

KING SALMON**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****57%**

King Salmon is the best fishing control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

MEGA-LO-MAMA**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****80%**

Mega-Lo-Mama is the best fighting control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

NONOPOLY**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****81%**

Nonopoly is the best board game control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

**POWERMANGER****USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****70%**

Powermanger is the best resource management control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

WARREN OF ROVE II**USA ■ CD-ROM ■ EA GAMES 1993 \$59.95****80%**

Warren of Rove II is the best strategy control system. The controls are 100 percent accurate, the game features excellent graphics and there's a replayable. Once you've mastered graphics and sound are great, especially the soundtrack.

II

**NEW RANGE OF THE OFFICIAL
STREET FIGHTER MERCHANDISE
EXCLUSIVE PREVIEW
RESERVE YOUR ORDER FIRST WITH
SQUARED CIRCLE**

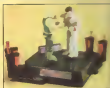
**ULTIMATE CHALLENGE IS HERE!
IT OUT WITH SIX NEW HASBRO
FIGURES INCLUDING EITHER
NATIONAL WEAPON OR NINJA
FIGURE (AVAILABLE FROM AUGUST)**



- 00038 GURU
Including a Mouse Launcher £29.99-£49.99
- 00039 CHUN LI
With Individual Ninja Stars £19.99-£29.99
- 00040 BLANKA
With a Mouse Launcher £19.99-£29.99
- 00041 KEM
With Double Arm Chair (not included) £29.99-£49.99
- 00042 BISON
Armed with a Mouse Launcher £29.99-£49.99
- 00043 RYU
With "Upper Cut" Figurine £19.99-£29.99
- 00044 THE CRIMSON CRUISER
Action-Figure Vehicle, including
weapon (not included) £19.99-£29.99
- 00045 THE BOMB ROOM
Armed Combat, Turn and
Action Figure (not included) £29.99-£49.99
- 00046 THE BEAST BLASTER
Double armed Power Trunk with
launcher (not included) £29.99-£49.99

STREET FIGHTER II TABLE GAME

It's challenge comes to life on a table top
as you battle it out using bricks and
only one coin service. In this electronic
Order now to ensure you meet the
need. Available from August



00039 STREET FIGHTER II GAME WATCH £9.99-pdp

Fight your way to the top
against the toughest
fighters from around the
globe. There is only a re-
spond with this exciting
action world watch!

please add £3.75
add £3.90
add £2.50

you pay how you like
in sterling (pounds) £18

only payable and sent to:

POWERPLAY
WATCH

ITEM	CODE	SIZE	PRICE	TOTAL

MR/MRS/MISS _____ TOTAL _____
 INITIAL _____ SURNAME _____ Age _____
 ADDRESS _____ TOTAL _____
 _____ PHONE _____
 NAME OF ACCOUNT _____ AGE _____
 DELIVERY ADDRESS IF DIFFER FROM ABOVE _____

BRITAIN'S BIGGEST-SELLING

SE FOR

**PREVIEW
SPECIAL**

**Over 20
new games
revealed!**

Prepare to
take off with

THUNDER

WILL REVIEWS:
 General Chaos ● Toys ● Bubsy
 Rocket Knight Adventures
 Sherlock Holmes 2 ● Devastator
 Ranger X ● Switch AND MORE!